

# Andrew Yoon Kohnke

## Test Analyst, CTFL

San Diego, CA

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*Devoted professional with multitude of comprehensive experiences dealing from client services to unified team development; leading to numerous positive production.*

## EXPERIENCE

### Blizzard Entertainment | *Test Analyst (Overwatch2)* – Irvine, CA

March 2023– Present

- Collaborate closely with internal Art, Animation, Design and Production teams in managing achievable deadlines
- Create, execute and analyze reports to validate version quality control
- Utilize Team Collaboration organization tools, such as Miroboard and Flow (ShotGrid), for project management execution
- Assist others as they team develop through training, constructive feedback, and mentorship

### Sony PlayStation | *Game Test Analyst*

Yoh DZConnex Service LLC – San Diego, CA

April 2021 – March 2023

- Assist Compliance Team for TRC (Technical Requirements Checklist) exit checks for gold disk licensing approval
- Execute test plans on pre-release versions of software utilizing: JIRA|Confluence|TestRails
- Collaborate as Point of Contact with team leads, associates and stakeholders
- Deployment of teams One-Click Tools implementation reducing JIRA bug writing resulting in company Return on Investment
- On Site and virtual online (UK International) Team Core trainer for new Analyst
- Full Development Cycle upon title release:  
God of War: Ragnarok & MLB:The Show '23

### Wells Fargo Bank | *Bank Teller* – San Diego, CA

July 2019 – Sep 2021

- Proactively engage clients in catering to their financial exigency
- Introduce clients to executive branch team member
- Minimize cash in and outbound risk by follow federal policies

## EDUCATION

Herzing University Madison, WI [Feb. 2018 – Dec. 2019]

*Associates of Applied Science in Software Development*

Major: Software Development | Graduate with Honors

University of Wisconsin - Milwaukee, WI [Sep. 2009 – May 2010]

*Business Finance*

Major: Business Finance | General Undergraduate

## SKILLS

### Software Experience:

Jira (4 years) - Confluence (4 years) - TestRails (4 years) - JavaScript (4 years) - MERN Stack

### Platforms:

SONY PS-XBOX-NINTENDO-PC- MOBILE

### Scripting/GameEngine: C# - C++

Unreal Engine (3 years) - Unity

Version Control: GitHub - Perforce- Flow - MiroBoard

## PROJECT COURSEWORK

### Project Run Vantroid [2022]

Run Vantroid: A 2D inspired Metroidvania game. Made with Unity Engine. Responsible for entire game design:

- 2D Level Design (Universal Render Pipeline [URP], Scene Management)
- UI Design (Start Menu, Main Menu, Pause Menu)
- Player Upgrade Feature Particle Effect Instantiation
- Player Controller + Sprite Animation (Idle, Running, Grabbing, Shooting)

### Udemy To-Do Web Dev [Aug. 2021]

Developed personal To-Do-List + Memo Journal website utilizing MERN (MongoDB, Express.js, React.js, node.js) stack, hosted with Heroku.

Main audience was for any individual that was looking for an online checklist that can be accessible world wide

## Certifications/Awards

- Certified Tester Foundation Level ASTQB - ISTQB in the U.S. [Sept. 2023] Credential ID 23-CTFL-03229-USA
- Udemy Unreal Engine 5 C++ Developer Certification [Dec. 2022]
- Udemy Web Development Bootcamp Certification [Aug. 2021]
- Accredited Jewelry Professional GIA (Gemological Institute of America) [Nov.2014]

