Preston Lingle

QA Tester @ Deep Silver Volition

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Summary

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Skills

Phone / 314-740-2917

Email / prestonlinglemedia@gmail.com

Portfolio / prestonlingle84.wix.com/portfolio

Publications / prestonlingle84.wixsite.com/portfolio/publications

Available for Relocation

About Me

- I am a current game tester for Deep Silver Volition, aiding in the development of their latest instalment in the Saints Row franchise. Prior, I worked at Genius Games as a playtest administrator and Writer/Game Designer.

- I am a self-published author of three novels and two short stories using the IngramSpark program, and regularly work on games in Unreal Engine 4 via visual script programming.

- I have honed my passions for writing and game development, and I am driven to unifying these skills in a creative and challenging profession.

Expert

- Bug tracking and reporting via Hansoft software
- Project management applications i.e. Trello
- Unreal Engine Blueprints and visual scripting
- RPG Maker MV and C++ plug-ins
- Microsoft Office 365 Applications
- Adobe Photoshop and Premiere Pro
- Final Cut Pro X and iWork Applications
- Google Drive and Google Suite

Experienced

- HTML coding
- Reading and understanding C++ and Python coding
- Publishing and business operations

Excellent verbal and written communication.

Education

Webster University / Bachelor of Arts in Communications
AUGUST 2015 - MAY 2019 / Webster Groves, MO

Major / Game Design

Minor / English

- Created four games with GDDs drafted for them. All games can be found and played on my [portfolio](#) website.
- Comprehensive, demonstrated knowledge of game design concepts, proper use of project scope and time management, game testing procedures, testing strategies, game writing, script writing, and narrative/world design.
- Effective teamwork skills, and proficient use of game engines & design documentation.

Experience

Genius Games / Writer & Tabletop Game Designer
MAY 2016 - AUGUST 2017 / Saint Louis, MO

- Helped iterate, playtest, and design their titles *Virulence*, *Cytosis*, and *Subatomic*, published via Kickstarter.
- Wrote press releases, sell sheets, newsletters, rule sheets, and recorded playtesting sessions for games using Microsoft Word and Google Drive.

Deep Silver Volition / Quality Assurance Tester
DECEMBER 2019 - PRESENT / Champaign, IL

- Rigorously test specified areas of focus, developing creative scenarios to check for bugs in game content.
- Draft acute bug descriptions to concisely convey information to developers to provide a prompt regression.

Self-Published Author / Independent Publisher
JUNE 2013 - PRESENT / Saint Louis, MO & Champaign, IL

- Self-published two novels (currently editing the third) and two short stories via IngramSpark funded via successful self-run Kickstarter campaigns.
- Polished editorial skills, learned disciplined work ethic, and working and meeting with artists and other editors to create high-quality collaborative work.