

# Harley Curtis

SR. Quality Analyst

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[Git-a-job.com](#) / [Topsecret-games.com](#)



## SUMMARY

Intricate. Moldable. Unorthodox.

## HIGHLIGHTS

### Games Shipped

- Games Shipped: Gears of War: E-Day
- Games Shipped: NHL 2021, NHL 2022, UFC 4, NHL 2023
- Games Shipped: Prodigy Education - Live Service
- Apps Shipped: Git-a-job.com

### Key Metrics

- QA Ownership of Prodigy Education's - Hard Mode:
- Revenue +11% | Conversion +8.6%
- ASP +4.8% | OTP revenue +11%
- % of users making purchases +6.5%

## AREAS OF EXPERTISE

• Defect Triage • Quality Assurance • Test Automation • Jira • Test Planning • TestRail • Cross-Functional Collaboration • Documentation • Playwright • Windows • End-to-End Testing • Test Design • Automation Frameworks • Gameplay Automation • Platform APIs • Integration Testing • ios • Mac • PC • Android

## EXPERIENCE

### QA Lead — Prodigy Education (Mass Layoff) |

Feb 2025 - Jan 2026

- Increased testing efficiencies by creating multiple tools still in use by QA Devs and stakeholders.
- Strengthened team-wide playtests by managing accounts and addressing feedback to improve application performance and user satisfaction.
- Ensured implementation of all tickets and features in a bi-weekly release cycle.
- Completed Prodigy's Q4 New Manager Training, strengthening leadership, coaching, and cross-team communication skills.
- Delegated 100s of test cases to contract teams.
- Crafted and updated Confluence pages to define and communicate company standards effectively.
- Resolved roadblocks while collaborating with a team of 10 Contract QA to establish and execute test runs.
- Debugged commands and verified workflows with the automation team to enhance testing reliability.
- Automated communication and data compilation processes by integrating extensions with JIRA and Sheets, enhancing team collaboration and improving workflow efficiency.

### QA VR Biomedical Specialist — PrecisionOS (Temporary) |

Oct 2023 - Apr 2024

- Monitored UE4 and UE5 modules through smoke and health checks to verify engine quality and reliability.
- Completed Hosted VR sessions globally for training surgeons and clients., strengthening leadership, coaching, and cross-team communication skills.
- Reviewed and implemented suggestions for UE5 Blueprints.
- Prepared Proof of Concepts (PoCs) for Anatomy, Trauma, and Arthroscopy modules.
- Tested module health checks and communicated findings to stakeholders to improve automation reliability.
- Completed Created and implemented test plans in the test case tracking program Tuskr., strengthening leadership, coaching, and cross-team communication skills.

- Integrated with stakeholders, including designers, engineers, and product owners, to align project goals and enhance collaboration during the development lifecycle.

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**Software Test Engineer 3 — Microsoft / Ascendion |****May 2023 - Oct 2023**

- Games Shipped: Gears of War: E-Day Communicated new features to the rest of the QA/Development Support team.
- Acted as the point of contact for smoke and health checks related to tools and the team's engine, ensuring reliability in UE5 and MS tools.
- Reviewed code within UE5 and wrote bugs accordingly.
- Drafted user stories and coordinated with developers to ensure alignment on feature requirements.
- Supported JIRA migration to JIRA Cloud as the only QA, creating all test cases to ensure quality parity.
- Standardized Confluence pages to reflect updates on new features and tools, improving team access to accurate information and enhancing documentation reliability.
- Enhanced team productivity by collaborating with the Automation team to optimize testing processes and improve overall efficiency.
- Developed test plans for the Automation team to follow for automated smoke checks.
- Reviewed Automation results and reported any issues (Engine/tools/Script).
- Maintained engine health by writing and following up on critical issues.
- Implemented new ideas to improve efficiency and productivity.

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**Dev Support Tier 4/QA Lead — EA/Keywords Studios (Layoff) |****May 2019 - Sept 2022**

- Optimized test automation processes using tools like JIRA, Testrail, PowerBI, and Zephyr to enhance efficiency and reliability across multiple projects.
- Guided new hires in skill development to help them achieve their goals within the team.
- Contributed to the hiring and termination processes by collaborating with Team Leads to identify talent and ensure team alignment with project goals.
- Spearheaded a team of 8-12 testers in Romania, enhancing collaboration and efficiency in quality assurance processes.
- Updated player features by collaborating with designers to implement new skills, stats, art, and rarity scales, enhancing gameplay dynamics and user engagement.
- Completed Served as the POC for Onboarding and training, Health Checks, Automation, Work Orders/hours and coordinated daily tasks and priorities for the EAV team., strengthening leadership, coaching, and cross-team communication skills.
- Coordinated and communicated with Directors, Managers, Designers, Engineers, Area Leads, and Quality Designers.
- Triageed software issues in Bug Triage meetings with Directors, Managers, Designers, Engineers, Area Leads, and Quality Designers to prioritize resolution efforts.
- Selected as the "Expert" QV representative for NHL HUT, receiving recommendations from multiple DMs and AQDs for the AR QV Strike team and Gameplay Strategies Strike Team.
- Participated in defining team scope, estimating MDs/TFCs, and executing and delegating tasks.
- Cultivated over 15 years of culinary and management experience, enhancing operational efficiency and team performance in high-pressure environments.