

# Joseph Apicella

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## OBJECTIVE

Join an innovative company where I can apply my design / technical skills, problem solving ability, and experience in a collaborative team environment to make a productive contribution to the company's success and help create a positive user experience

## EDUCATION

Champlain College – Bachelor of Science, Game Design 2020 – 3.5 GPA  
Awarded Champlain Innovation Scholarships and Academic Scholarships

## EXPERIENCE

**QA Functional Tester - Call of Duty: Vanguard, Call of Duty: Modern Warfare 2** 07/2021 – Present  
Activision – Austin, TX

- Fulfills all Senior tasking in the absence of current Senior Tester
- Member of Senior and Developer Communication channels and assigned advanced tasking daily
- Extensive experience reviewing and assigning issues
- Familiar with processes, terminology, and formatting for a variety of bug writing
- Solved interpersonal issues between Testers to create a welcoming work environment
- Utilize advanced training and proprietary tools to process SREs and analyze Crashes

**Generalist Game Artist and Level Designer - Snowball Showdown** 05/2019 – 11/2019  
VCB LLC – Burlington, VT

- Designed engaging playspaces to provide level replayability
- Modeled, rigged and animated characters within an original VR game
- Optimized art assets / game visuals to perform within the Oculus Quest's stringent technical limitations
- Constructed optimized QA Test Plan; completed data analysis to improve player experience

**Team Game Development** 08/2016 – 05/2020  
Champlain College – Burlington, VT

- Worked with and led interdisciplinary teams to complete game design projects under tight timelines
- Utilized Agile development as well as LiveOps for rapid game delivery and continuous game enhancement without game play interruption
- Employed innovative creativity, strong organization, and initiative to develop games for PC, VR, Mobile, and Tabletop
- Documented Visual Design – incorporated advanced visual elements into design documentation for clear comprehension

## LEADERSHIP SKILLS

- **Backup Senior Tester - Activision QA** - During the absence of team Senior confidently covers all Senior Tasks
- **Product Owner/Lead Designer – Yggdrasil (PC game)** – Facilitated meetings, incorporated diverse opinions in collaborative environment, managed product development and QA testing, delivered product for peer review
- **President Unionville Tabletop Role Playing Game Club** – Obtained funding, promoted club, recruited members, and scheduled and organized meetings. Created intriguing campaign scenarios for multiple Game Master and player groups, trained novice Game Masters in improvisation skills, incorporated and organized session feedback to improve future game play and retain player engagement

## TECHNICAL EXPERIENCE

**Jira:** Navigating complex databases, following diverse formatting, ensuring efficiency and organization

**Blender:** Rigging, Animation, Interior Design

**Testrail:** Tracking tasks, organizing results and assignments

**Excel/Google Sheets:** Format/manipulate large data sets

**Agile Development:** Iterative development process, adaptive planning, collaborative attitude, flexibility to change

**Maya:** Generalist Modeling, UV unwrapping

**Adobe Suite:** InDesign, Illustrator, Photoshop

**Unreal Engine:** Blueprint scripting, networking, animation