

SION WESLEY

Baton Rouge, LA 70815 • +1-323-929-0003 • siphywes@gmail.com • linkedin.com/in/sionw

SENIOR VIDEOGAME QA ENGINEER

Senior QA professional with 9+ years of experience testing PC, console, mobile, AR, and connected-device applications across game development and live-service environments. Experienced in gameplay and systems validation, functional and exploratory testing, regression, compatibility, multiplayer, UI/UX, and build validation.

Known for finding high-impact defects, creating clear and actionable bug reports, and working closely with engineering, design, and product teams to improve the player experience. Experience includes AAA game development, indie game production, mobile and AR gameplay systems, cross-platform testing, and leading QA processes for small development teams.

CORE SKILLS

Game QA & Testing: Gameplay & Systems Validation • Functional Testing • Exploratory Testing • Regression Testing • Smoke Testing • Compatibility Testing • Multiplayer Testing • Live-Service & Patch Testing • Build Validation • UI/UX Validation • Cross-Platform Testing • Manual Testing

Platforms & Technologies: PC • PlayStation • Xbox • iOS • Android • AR/VR Devices • Unity • Console Development Kits • Connected Devices • Cross-Device Testing

QA Tools & Workflow: Jira • TestRail • Zephyr • Git • Azure DevOps • Postman • BrowserStack • JMeter • Agile/Scrum • Bug Triage • Test Plans • Test Cases • QA Documentation

Technical Skills: Python (Basic) • JavaScript (Basic) • C# (Basic) • REST API Validation • Performance Testing

Collaboration: Cross-Functional Communication • Bug Triage & Prioritization • Agile/Scrum Collaboration • Team Coordination • QA Process Development • Mentorship

PROFESSIONAL EXPERIENCE

QA Lead / Senior QA Engineer — Jadu AR Inc.

Remote | Nov 2023 – Jul 2025

- Tested AR gameplay systems involving camera tracking, device sensors, gameplay interactions, and performance across iOS and Android hardware tiers.
- Validated mobile gameplay and application compatibility across screen sizes, operating-system versions, and device classes.
- Logged 150+ gameplay, UI, and performance issues with detailed reproduction steps and actionable supporting information.
- Worked with development teams to investigate defects, validate fixes, and maintain quality throughout iterative build cycles.
- Performed regression, smoke, exploratory, and compatibility testing across mobile builds.
- Used Git and Azure DevOps to support defect tracking, development workflows, and QA collaboration.
- Introduced QA workflow improvements and explored automation tools to support more efficient testing practices.

Quality Analyst — VALORANT

Testronic Labs / Riot Games Contract | Remote | Jan 2021 – Nov 2023

- Executed functional, gameplay, systems, regression, compatibility, smoke, and multiplayer testing for VALORANT.
- Tested mobile companion applications and Riot ecosystem tools across Android and iOS.
- Logged and triaged 350+ high-priority defects in Jira, providing clear reproduction steps and relevant supporting information.
- Validated UI/UX behavior across mobile devices, operating-system versions, and screen configurations.
- Performed regression testing to verify fixes and identify quality regressions across builds.
- Collaborated with QA, engineering, and development teams to investigate issues and communicate product-quality risks.
- Supported testing in a live-service game environment where changes and fixes required careful validation across multiple systems.

Founder / QA Lead — SB Gaming

Remote | Jun 2019 – Jan 2021

- Led QA operations for an independent game studio developing mobile and PC prototypes.
- Built test plans, test cases, and structured bug reports around gameplay requirements and expected player behavior.
- Established QA processes and documentation standards appropriate for a small development team.
- Worked directly across development and QA responsibilities, adapting testing priorities to project needs.
- Evaluated gameplay functionality, usability, and overall product quality throughout development.

Quality Assurance Tester — Electronic Arts

Baton Rouge, LA | Apr 2017 – Jun 2019

- Tested Madden NFL across PlayStation, Xbox, PC, and mobile companion features.
- Performed gameplay, functional, regression, smoke, compatibility, and multiplayer testing.
- Validated cross-platform data behavior, UI/UX, and device compatibility.
- Investigated and documented hundreds of gameplay, UI, and performance issues.
- Worked with development and QA teams to reproduce, track, and validate defects.
- Served as a primary QA point of contact for multi-platform releases.
- Supported releases through first-pass certification.

EDUCATION & TRAINING

Certification in Computer Science — MIT via edX

Relevant Coursework: Software Engineering • Agile Methodologies • Data Structures • System Testing & Automation