

Bradley Pirkle



About Me

I am currently Developer Quality Assurance for Aspyr, working directly with the team to help ensure a smooth development cycle, and am ready to advance my career into a Technical Design position. I have held roles such as systems designer and producer on my student projects and have learned a great deal in QA about game development in a professional and high-performance setting. I am a dedicated, hard working team player that prides myself on diligence, forethought, and flexibility. I am knowledgeable in many facets of development and am excited to become a well-rounded member of your development team.

Contact Me

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Austin, TX

Skills

- Unreal Engine
- Unity Engine
- Autodesk Maya
- Substance Painter
- The MS Suite
- The Google Suite
- Adobe Photoshop
- Adobe Illustrator

- Blueprinting
- Processing
- C++, C#

Agile Development
Cerny Development

Work Experience

- July 2021 - Present**
 - Embedded Developer QA for Aspyr Media
 - > Work directly with the developers to ensure functionality of core game mechanics and systems, adjusting to meet the milestone's goals.
 - > Assist the technical design and engineering teams to report issues with development tools to allow for a more efficient workflow.
- March 2020 - July 2021**
 - Quality Assurance Tester for Aspyr Media
 - > Managed a database of issues, prioritized the most critical, and delivered consistent and elegant reproduction steps.
 - > Utilized JIRA to track issues, creating tickets that were concise, thorough, and informative for smooth and efficient bugfixes.
- Oct 2018 - July 2019**
 - Lead Systems and Game Design for Iron Horizon
 - > Created modular systems that enabled designers to easily shape gameplay including lootables, destructables, and interactables.
 - > Lead a team of 9 unique individuals through the application of agile development practices to accurately meet time-line goals.

Achievements

Education

- > Savannah College of Art and Design
- > Bachelor of Fine Arts: Interactive Design and Game Development
- > Graduated May 2019

- 2021** Successfully Assisted in the Launch of the Console Ports of Civilization VI: Frontier Pass
- 2019** The Rookies Competition 2019 finalist: Iron Horizon
- 2015 - 2019** Graduated the Savannah College of Art and Design: Magna Cum Laude