

# Christiana Basham

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## Summary

Web Designer. 6 years of QA/game testing experience, retooling with a web focus. Current Seattle Central Web Design Program student with anticipated August 2016 graduation. Current clients include Postpartum Support International of New Hampshire and Women for Animals, where I built responsive HTML5 sites promoting their organizations.

## Qualifications

### Computer Skills:

HTML, CSS, JavaScript, Photoshop, Illustrator, Flash, 3D Studio Max, MS Office, PC, Mac, Linux.

### Management Skills:

Scheduling staff, creating instructional materials, training employees, writing reports.

## Experience

### Game Tester, Undead Labs, Seattle 2015

- Worked as part of a 10 person team, in an agile development environment, to test all aspects of Moonrise on iOS and Android devices.
- Used Jira to report and track bugs.
- Assisted in creating a test plan to investigate a challenging bug.

### Game Tester, Her Interactive, Bellevue 2014, 2012

- Worked as part of a 3 person team to test all aspects of #27 Nancy Drew: The Deadly Device and #31 Nancy Drew: Labyrinth of Lies, on a variety of PC and Mac configurations.
- Used Gemini to report and track bugs.
- Contributed to my team completing the testing phase of development ahead of schedule.

### Web Builder/QA, Cobalt, Seattle 2012 -2014

- Built websites using a proprietary CMS and hand coding.
- Performed quality control on websites to ensure usability, compliance with Cobalt policies and brand guidelines.
- Assisted in training new members of the QA team.

### Visual Data Specialist/QA, Google, Bothell 2010-2012

- Used proprietary GIS software to edit map data based on interpreting multiple visual sources.
- Ensured map data was correct and complied with policies, as part of the QA, Meta QA and Dispute Resolution teams.

- Contributed to my team achieving productivity goals ahead of schedule.

#### **Game Tester , Nintendo, Redmond. 2009 –2010**

- Worked as part of 10-20 person teams to test all aspects of a variety of Wii, DS and DSi games.
- Followed test plans and conducted ad hoc testing to identify bugs.
- Used a proprietary bug tracking system to report and track bugs.

#### **Web Maintenance Volunteer, Home Alive, Seattle 2007–2009**

- Updated website content via the Mambo CMS and hand coding.
- Created a promotional poster and print ad for a benefit event.
- Contributed to design updates throughout the site, including the Home and Classes pages.

## **Education**

Web Design, Seattle Central College

Game Design Certificate Program, Seattle Central Community College, Instructor Jared Gerritzen

Web Development classes, School of Visual Concepts

Animation with Flash, Instructor James Coffin

Computer Animation, Art Institute of Seattle

General art classes, Seattle Central Community College

## **Links**

[www.cbasham.com](http://www.cbasham.com)

<http://www.linkedin.com/in/christianabasham>