

# JESSUP AMMEEN

[jsammeen@gmail.com](mailto:jsammeen@gmail.com) | (317) 417-9725 | Seattle, WA | [www.linkedin.com/in/jessup-ammeen](http://www.linkedin.com/in/jessup-ammeen)

## SUMMARY

Experienced Game Designer and QA Tester with a robust background in game development, from concept to deployment. Skilled at collaborating with cross-functional teams to deliver innovative game experiences, ensuring high-quality, bug-free content across platforms. Expertise in UI/UX design, gameplay mechanics, and accessibility. Passionate about crafting engaging, player-focused game designs that delight users and foster long-term engagement.

## KEY SKILLS & EXPERTISE

- |                                      |                             |   |
|--------------------------------------|-----------------------------|---|
| ▪ Game Design & Development          | ▪ Agile Project Development | ▪ Jira / Confluence / Perforce / GitHub         |
| ▪ UI/UX Testing                      | ▪ Mechanics & AI            | ▪ Game Accessibility & Photosensitivity Testing |
| ▪ Multiplayer & Cross-Platform Games | ▪ Test Case Creation        |   |

## RELEVANT EXPERIENCE

**Amazon Games**, Seattle, WA | *Test Analyst 3* **November 2021 - Present**

- Enhance product quality by identifying and resolving in-game issues through detailed bug reporting and collaboration with developers, ensuring a seamless player experience.
- Led the Playtest Lab during the console release of New World, gathering player feedback to inform game design improvements.
- Collaborated with designers and developers to refine gameplay mechanics, specifically controller support for New World, enhancing accessibility and user experience across platforms.
- Drove cross-functional collaboration by producing detailed bug reports and video documentation, reducing developer investigation time.
- Develop expertise in specialized testing areas, leveraging this knowledge to educate and support coworkers, contributing to a more knowledgeable and effective QA team.
- Boosted accessibility testing by capturing 4x more gameplay footage for photosensitivity training on both Xbox and PlayStation versions of New World.
- Expanded internal testing capabilities by mastering multiple game features, contributing to feature development across different teams.
- Spearheaded the creation of test processes for new features, ensuring smooth implementation and alignment with player expectations.

**Epic Games**, Chicago, IL | *Test Associate* **March 2021 - October 2021**

- Worked closely with game designers to test and evaluate AI, physics, and gameplay mechanics, ensuring alignment with game design objectives.
- Contributed to the design and execution of test strategies across multiple platforms, including mobile and PC, providing critical insights on feature functionality and player experience.
- Enhanced the overall product quality by testing behavior systems and working extensively with visual scripting in Unreal 4/5.

**Gamestop**, Indianapolis, IN | *Senior Guest Advisor* **September 2019 - January 2021**

- Researched game mechanics and level design concepts during the pre-production phase of a new title, laying the groundwork for future development.
- Created comprehensive game design workflows for incoming designers, supporting a collaborative and structured approach to game creation.
- Collaborated with multi-disciplinary teams to refine gameplay elements, contributing to the early-stage development of new gaming projects.

## EDUCATION

<b>University of Washington</b> , Seattle, WA   <i>Certificate: Creative Writing</i>	<b>Expected 2025</b>
<b>DePaul University</b> , Chicago, IL   <i>BS: Game and Interactive Media Design, Minor in Animation</i>	<b>2015 - 2019</b>