

BOBBIE SOQUES

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WORK EXPERIENCE

Stray Kite Studios, Richardson, TX, USA / Remote

October 2019-Present

Jr Technical Designer / QA Lead / Technical QA Analyst

- Design, implement, and rapidly iterate on game systems in Unreal Engine Blueprint
- Write detailed design documents for game systems
- Wrote automated tests using Unreal Blueprint to catch and report common bugs
- Trained new QA hires, prioritized QA tasks, and lead on contact for QA with external studios
- Work directly with teammates across all departments—QA, Design, Art, Engineering, Production, Writing, and Cinematics

Unannounced Sci-Fi FPS Project

August 2023-January 2024

- Developed prototype first-person sci-fi shooter for an original IP in Unreal 5
- Iterated on level design, added gameplay mechanics, and implemented animated elements in level
- Designed, implemented, and iterated through many gameplay systems and mechanics in Unreal Blueprint including weapons, inventory, movement, ship systems, and other game-specific mechanics (like repairing)
- Implemented and iterated on enemy encounters in combat level

Gearbox (Contract), Tiny Tina's Assault on Dragon Keep: A Wonderlands One-Shot Adventure **September-October 2021**

- Worked with 2K and Gearbox QA to report bugs in JIRA
- Provided balance and gameplay feedback to designers
- Wrote loading tips and edited studio writing to match the Borderlands style

Unannounced Fantasy RTS Project

April 2020-April 2021

- Worked on a fantasy RTS in an original IP from concept to First Playable
- Developed and documented testing and bugging process as well as test plans, logging bugs in Jira
- Documented all game mechanics and features
- Ran and participated in weekly internal playtest sessions
- Created functional automated tests in Unreal 4 Blueprint

Epic Games (Contract), Fortnite Creative

October 2019-April 2020

- Designed, whiteboxed, tested, and shipped 8 islands / games, 6 of which were featured by Fortnite
- Created and published marketing videos and posts for the shipped islands
- Created and completed test plans for Fortnite Creative devices, and logged bugs in Jira

TOOLS

Unreal Engine 5 • Unreal Engine 4 • Unreal Blueprint • Visual Studio Code 2019 • Git • Perforce
Jira • Next-Gen Jira • Confluence • Microsoft Office • Google Workspace

EDUCATION

Carnegie Mellon University, Pittsburgh, PA, USA

May 2019

Bachelor of Arts in Creative Writing, additional major in Human-Computer Interaction, minor in Game Design
Graduated with High Honors; GPA 3.82/4.0; Adamson Student Writing Award recipient

Personal and other projects can be found on my portfolio site:

www.bobbie.soques.net