

ERIC LAURENCE WEINBERG

Preparing for JLPT N5

[linkedin.com/in/ericw92](https://www.linkedin.com/in/ericw92) | eric.weinberg2011@gmail.com

I am available via Google Meet
(+1) 954-707-8171 | FL, USA

11+ years of IT experience | 5+ years of Game QA experience

Highlights and Statement

I am a QA Specialist with over 1000+ bugs created throughout my 5.5 year tenure. I have been credited with my name in two Call of Duty titles and Soundfall.

Localized testing in 11 different languages:

Spanish (LATAM) | Portuguese (Brazil)

Chinese (Simplified and Traditional)

Japanese | Korean | Arabic | Turkish | Thai | Polish | Ukrainian

Reported Bugs:

650+ bugs during my 2 year tenure at Activision

150+ bugs on Meta Quest 3S for an Augmented Reality project

Database and Software used:

Jira, Testrail, Unity, specific engine for Call of Duty, DevTrack, debugging tools, Microsoft Word/Excel

I have demonstrated my passion for quality assurance and proven ability to execute feature-specific, end-to-end test plans across multiple devices that ensure superior user experience. With my keen ability, I analyze, troubleshoot, and document reported defects as well as escalate quality issues for timely resolution. I persist with a successful track record of mentoring junior-level staff, including leading projects, delegating tasks, and offering feedback.

CORE COMPETENCIES

QUALITY ASSURANCE • TESTING METHODOLOGIES • CROSS-PLATFORM TESTING • BUILD VALIDATION • LOCALIZATION • PERFORMANCE TESTING • RELEASE BUILD TESTING • FEATURE & TEST DOCUMENTATION • TEAM LEADERSHIP • MENTORING • JIRA • TESTRAIL • UNREAL ENGINE • UNITY • 3DS MAX • CLIPCHAMP • MICROSOFT OFFICE 365 • ADOBE CREATIVE SUITE

Professional Experience and Key Accomplishments

INTERNATIONAL AIRCRAFT, Miramar, FL • **IT SUPPORT SPECIALIST**

August 2025 – Present

Versatile employee assists the company in many Departments.

- **Support the IT Director** to ensure each employee's equipment is up and running
- **Assist in the warehouse** to provide quality inspections and audits for airplane parts
- **Provide administrative assistance** to file, scan and look for specific documents
- **Invaluable asset** in providing my past expertise to help with Accounting
- **Act as Project Manager** for the company's website and LinkedIn account.

PEAK ACTIVITY, Remote • **QA SPECIALIST**

April 2025 – August 2025

Worked with Unity, along with other clients, to provide QA validation of an Augmented Reality Training application.

- **Collaborated with a small team and stakeholders** to clarify requirements and improve test coverage
- **Attended daily meetings with the team** and took part of meetings with the stakeholders
- **Provided feedback and updates** to the team of each new Build
- **Offered insight on suggestions** for Jira tasks and project-based features
- **Tracked and reported 150 bugs on Meta Quest 3S** and managed the defect backlog and reporting.

- **Directed team members and stakeholders on configuration** of Meta Quest 3S headsets
- **Recorded media of certain Builds** to design and facilitate stakeholder demos

EXPERIS GAME SOLUTIONS, Tigard, OR • TEST ASSOCIATE II

November 2021 – June 2024

Collaborated with team managers and mentor junior test associates.

- **Consistently recognized for efficient and thorough performance** and sought out by management to complete complex and important projects. Proactively updated team on project status to facilitate collaboration.
- **Coached junior test associates to understand testing best practices.** Served as resource for questions and troubleshooting after training period.

Tested Horizon Worlds for client, Meta Platforms, Inc., to ensure optimal quality and performance.

- **Earned a performance-based wage increase.**
- **Assessed Creation Tools and Integrity teams for functionality** by following established testing methodologies. Tested newly created worlds as well as shapes, objects, scripts and gizmos. In addition, tested current and new features for Youth, Safety and Reporting.
- **Executed build validation tasks**, including release test passes, alpha passes and performance tests.
- **Assisted with the creation of Test Cases**, helped with test scenarios on provided Excel spreadsheets.
- **Utilized Bugmaker to create and submit tickets.** Thoroughly documented each case to facilitate effective communication and collaboration.
- **Tracked and reported bugs for Meta Quest 2, PC and Mobile** to ensure proper performance of final product. Learned testing protocols for virtual reality (VR) headset, including reporting bugs as well as consulting client-supplied media and logs.

Assured quality for Amazon's Glow app and Amazon Kids+ by completing thorough testing procedures.

- **Mastered testing on mobile devices by connecting devices and replicating reported bugs.** Verified findings on additional mobile devices, including Android, Apple, as well as Fire phones and tablets.
- **Performed build validation tasks**, including ready-to-play tests, smoke checks, memory tests, test cases and metric tasks. Noted workflows, bugs and devices used in compliance with documentation standards.

Worked with clients, Noodlecake Studios and Drastic Games, to provide feedback during play tests for Soundfall game.

- **Tracked, reported, and verified bugs and crashes** on Xbox One, Xbox Series S/X, Nintendo Switch, PlayStation 4/5, and PC in compliance with existing protocols. Installed and removed builds; consulted media and logs.
- **Collaborated 3 QA testers and testing lead to perform release build checks and localization tests.** Eventually functioned as sole tester with expanded responsibilities, including testing multiple consoles and added content.
- **Rewarded with name in credits for Soundfall.** Regularly earned positive feedback from developer and internal team for efficiency, communication, and overall performance.

ACTIVISION, Eden Prairie, MN • FUNCTIONAL QA TESTER I

September 2019 – September 2021

Tested game quality for 5 Call of Duty games (Warzone I/II, Black Ops Cold War, Modern Warfare I/II).

- **Earned contract extension from 12 months to 24 months, as well as several performance-based wage increases.**
- **Identified, reported 650+ bugs throughout tenure.** Earned name recognition in credits for Black Ops Cold War & Modern Warfare II by evaluating performance and stability in large-scale playtests.
- **Tested functionality on multiple platforms** (i.e., Xbox One, Xbox Series S/X, PlayStation 4/5, PC).
- **Found several isolated issues on Xbox series S for Call of Duty: Black Ops Cold War.** Played through missions and multiplayer matches to identify issues; relayed details to developer team for repair.
- **Installed localization builds for Call of Duty: Modern Warfare.** Tested game in multiple languages, set up consoles per language-specific guidelines, assessed UI and menu functionality, as well as identified any bugs or issues.
- **Verified post-launch content behavior and functionality;** performed release build checks; setup, initialized, and distributed test accounts; provided project-specific feedback to developers and management.

Led team to verify incentive functionality and add-on content for Call of Duty: Black Ops Cold War.

- **Explained testing and documentation process to team;** served as ongoing resource for advanced-level issues.
- **Utilized MS Excel spreadsheet to unlock and track game incentives and add-ons.** Delegated tasks to team based on strengths, workloads, and pending deadlines.
- **Documented and retested bugs after repair.** Ultimately ensured full functionality for all add-on content for users.

Additional Experience: CREATIVE DESIGN INCUBATOR INTERN and IT SUPPORT ASSISTANT at **DEVRY UNIVERSITY**, and VOLUNTEER COUNSELOR at **YOUNG AT ART**.

Education

ASSOCIATE OF SCIENCE (AS), VIDEO GAME DESIGN, May 2017

Keiser University, Pembroke Pines, FL

Coursework Highlights:

Designed levels, characters, and objects • Developed game • Created frame-by-frame animations and graphics

BACHELOR OF SCIENCE (BS), MULTIMEDIA DESIGN AND DEVELOPMENT, February 2016

Concentration: Web-Game Programming • **DeVry University**, Miramar, FL

Coursework Highlights:

Developed websites and Flash games • Created graphics, logos, and Flash animations

References

Eric has a natural talent for collaboration and teamwork. He is an excellent communicator and actively engages with his colleagues to ensure seamless coordination and cooperation. Eric is always willing to lend a helping hand and is often sought out by his teammates for his valuable insights and expertise. He is a dedicated and driven professional who consistently exceeds expectations. – A.L., QA Project Lead, Activision

Eric is a hardworking, passionate, and detail-oriented QA tester. With his help, our indie team was able to ship Soundfall simultaneously on 6 platforms and in 11 languages, with no major issues at launch. He was a huge help in pulling off the miracle that was actually shipping Soundfall. Overall, Eric was a pleasure to work with and he would be an excellent addition to any game team. – N.C., Co-Founder & Game Director, Experis/Drastic Games

I worked with Eric while he was QA on Soundfall, and I would describe Eric as: “the relentless attention to detail person who lets nothing slip by.” If you tell Eric to look for specific issues, he will find all of them, then he will take it upon himself to find a dozen more things you never asked for. “Good enough” does not apply in his mind, and he will always go above and beyond to make the end result that much better. Those analytical skills are easily transferrable to any project, and he does all of this with a friendly, non-confrontational attitude. – N.H., Lead Animator, Experis / Drastic Games
