




GRANT SNYDER

GAME DESIGNER

 grantsnyd3r.com
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DEVELOPMENT SKILLS

Design:	Development:	Software:
<ul style="list-style-type: none">Level DesignGameplay DesignUI/UX Design	<ul style="list-style-type: none">Prototyping / Agile methodologiesScripting (C#, Blueprints, XML)Interdisciplinary Communication	<ul style="list-style-type: none">Unity / Unreal EngineADO / Jira / TFSXDK Tools
		<ul style="list-style-type: none">PhotoshopMayaPremiereExcel / Word / VisioPowerBIPerforce

TECHNICAL SKILLS

CAREER EXPERIENCE

Turn 10 Studios / Microsoft Dec. 2016 – Present

Game Designer (July 2019 – Present)

Unannounced

- Work as a part of a feature development team designing & implementing the core game loop
- Design, create, and iterate upon multiple high-level core features that will drive player engagement
- Meet with & get feedback from design leads and implement changes accordingly
- Design & implement development tools to aid in the design/development process

Software Test Engineer (June 2018 – July 2019)

Forza Motorsport 7 Xbox One, PC

- Collaborate with developers and other STEs across multiple disciplines & feature teams, creating & reviewing test collateral for upcoming & in-development features
- Work closely with the Engagement team, using developer tools & test tools, in order to ensure that live events & features shipped on-time and at the quality bar expected from a AAA release
- Oversaw & verified that the off-site test team was tasked & fully understood the features being tested
- Aided the Data team in creating feature-oriented BI dashboards that show useful telemetry trends in both test & retail environments and shared that data with the team at large
- Submitted tool requests and got feedback to improve the testing workflow for multiple feature areas
- Worked with the off-site localization team to ensure that all areas of the title were localized on schedule

Test Associate (Dec. 2016 – June 2018)

Forza Motorsport 7 Xbox One, PC

- Assist in RC / Cert / Flighting processes to ensure polished releases that aligned with our sprint schedule
- Utilize Visual Studio to manage bugs, create tasks, construct queries, and capture crash dump info
- Use XDK tools to install, update, and maintain multiple build branches on the Xbox One & PC

Glu Mobile

April 2016 – Dec. 2016

QA Tester

Nicki Minaj: The Empire Britney Spears: American Dream iOS, Android

- Assisted in coordinating studio-wide playtest sessions
- Performed smoke, quest progression, IAP, AB, functionality tests
- Created, tracked, and regressed bugs using JIRA
- Executed/Updated test cases across TestRail and Excel, with feedback from manager

VMC Game Labs

Oct. 2015 – April 2016

QA Tester

Xbox One S

- Tested hardware/software under development for Microsoft's Xbox platform
- Worked with QA leads to report bugs, execute test cases, and provide detailed repro steps
- Focused heavily on usability / functionality testing

EDUCATION/STUDIES

Columbia College Chicago, Class of 2015
Bachelor of Arts, *Magna Cum Laude*
Game Design & Development w/ Fiction Writing Minor

INVOLVEMENT/ACHIEVEMENTS

- GDC Conference Associate (2014, 2015, 2016, 2018)
- PAX Prime Enforcer - Exhibitor Assistant (2015)
- McCarthy Technologies Core Protocols Certified 2015