

ZAVEN HAROUTUNIAN

+ www.zavenh.com

contact@zavenh.com

714.248.5213

S O F T W A R E

Level Editors Starcraft II Editor, Source Hammer, Unity3D
2D Graphics Photoshop CS4, Illustrator CS4
3D Graphics Maya 2010, 3DS Max 10, Silo 2, Zbrush 3
Languages Python, Hammer I/O, C++, Auto-it
Office MS Word, MS Excel, MS Powerpoint

S K I L L S

- BSP and Mesh based Level Construction
- 3D asset modeling, UVs and texturing
- Level design, flow, and triggering/scripting
- Creating and maintaining design documentation
- Well organized and able work with deadlines
- Excellent written and verbal communication
- Passion for playing and making games

E X P E R I E N C E

BLIZZARD ENTERTAINMENT

Starcraft II Forums Dedicated QA Analyst II Feb 2010 – Present

- Acted as backup specialist and secondary point of contact to the Leads, Dev and Community teams
- Maintained a presence on the SC2 Beta forums as a Blue Poster
- Researched and maintained bugs found from Forums or Customer Service Reports
- Created tasks and assignments for large groups and individual testers
- Updated and maintained the forums bug database, including tracking and redlining
- Created and maintained our own tracking system for tester performance
- Created a new process used by the Forums team to track all beta bug posts from the public
- Developed several new processes to streamline tester research

Starcraft II Tester QA Analyst I Jan 2009 – Feb 2010

- Worked on all aspects of testing for every SC2 specialist team
- Bugged and researched issues found in Starcraft II and Battle.net
- Wrote and updated a lot of the testing checklists used by the Functionality team
- Tasked with finding 5/5 steps to CNR crashes
- Assigned as dedicated to testing on the Mac OSX platform
- Often worked with SC2 Editor due to a shortage of knowledgeable testers
- Worked directly with Battle.net development to test client-server stability

Temp Tester Game Tester Apr 2008 – Dec 2008

- Did testing for Wrath of the Lich King, Starcraft II and Diablo III
- Tested World of Warcraft hotfixes, installers and patches
- Assigned to Night Shift SC2 Editor smoke testing team
- Selected for PSE Internal Tool testing
- Reported issues using Blizzard's bug tracking database

MT. SIERRA COLLEGE

Faculty Assistant/Lab Attendant Aug 2006 – Jan 2008

- PC & Game Lab overseer while class was not in session
- Maintained Lab computers and updated with necessary software
- Tutored students in modeling, texturing, and scripting
- Assisted Professor with teaching students to use the Source Hammer editor

I N D E P E N D E N T P R O J E C T S

E Terra Microsoft XNA 2007 – 2009

- Evolution-based Real Time Strategy game
- Lead Artist: 3D Modeling, unwrapping, rigging, texturing, animating
- Level Design, Scripting and Construction

Rupture Bledsoe Studios 2006 – 2007

- Survival-Horror FPS using Lawmaker Engine
- Environment Modeler, Level Designer, level planning, flow, and base geometry for all levels
- Constructed modular buildings for fast iteration and experimentation

E D U C A T I O N

Mt. Sierra College 2005 – 2008

- Bachelor's Degree in Game Art & Design
- Bachelor's Degree in Graphic Design
- Graduated with 3.9 GPA, Summa Cum Laude
- Member of Student Advisory Committee
- President's List Quarters 1-11; Dean's List Quarter 12