

Gewargis Envia

773-208-1968

www.gewargis.net

gewargis.envia@gmail.com

Education

Columbia College Chicago

09/2008 – 05/2012

- Received Bachelor's degree in Game Development & Design

Northeastern Illinois University

09/2006 – 05/2008

- General Education

Skills

- Game Development & Design, User Interface Design & Development, User Experience Design & Development, Scripting, Quality Assurance, Agile Development
- C#, Ruby, Ruby on Rails, Python, JavaScript, .Net, XML, JSON, MySQL, Visual Studios, RubyMine
- Unity 3D, Git, Perforce, Rally, Jira, Test Rail, Basecamp, Crashlytics, Selenium, Sikuli, Fiddler, Cucumber, Swagger
- Adobe Photoshop, Fireworks, Illustrator, Audition, & Premier
- Word, Outlook, Excel, PowerPoint, OneNote, Visio

Accomplishments

- Raised over \$43,000 from a successful KickStarter campaign for the game [Moon Intern](#)

Work Experience

Principal Test Engineer (Automation), Scientific Games

12/2016 – current

Sr. Test Engineer (Automation), Scientific Games

08/2016 – 11/2016

- RESTful API testing for a player account management system
- Wrote and executed automated tests using Cucumber, Ruby, JSON, and Selenium
 - Automated Regression testing
 - Automated ETL testing
 - Automated End-to-End testing
 - Automated Integration testing
 - Automated Unit testing
 - Automated Business Requirement testing
- Managed GIT repository
- Worked with the Global Software Engineering Department (France, India, Iceland, etc) and other members of the Product Support Engineering Department to resolve all reported issues
- Submitted and tracked issues found during testing to ensure that they were resolved
- Tested and help deliver weekly and biweekly releases to customer
 - Provided detailed Completion Report at the end of each release
- Mentored and trained new employees

Lead Quality Assurance Engineer, *SportsLock*

08/2015 – 02/2016

- Lead QA team and testing
- RESTful API testing for playing sign up
- Wrote and managed all of test cases and suites
- Lead bug grooming meeting
- Lead concurrent testing for iOS and Android versions
- Performed Manual testing
 - Ran simulated testing using Xcode
 - Tested old and new mobile devices w/ various OS
- Reviewed comps and reported all concerns and possible bottlenecks
- Became proficient with Jira
- Mentored Jr QA Engineers
 - Created and maintained projects
 - Assigned bugs to appropriate developers
 - Managed backlog
 - Performed upkeep on all issues and sprints
- Published to Apple Store
- Published to Android Store

Associate Test Engineer, *Scientific Games*

09/2014 – 08/2015

- Wrote and executed test cases and test plans for new mobile games
- Developed and executed automated tests scripts
 - Created “Auto Casino” that simulates player interaction
 - Created multiple simulations to test specific game features
- Executed security, localization, client-server stress testing
- Built and deployed games to WMS servers
- Ran MySQL queries to verify game history and accounting were correct
- Practiced best test methodologies/procedures during development life cycle
- Reported and reproduced issues in order to assist software development in resolving issues
- Provided input to the weekly project status report for each assigned project
- Ran weekly meetings to discuss and plan fixes for open bugs

Quality Assurance Tester, *Jellyvision*

07/2014 - 09/2014

- Execute testing using flowcharts and existing test strategies for Flash and HTML-based applications
- Verify all required functionality (UI, emailing, printing, etc.), spelling, animations, audio, product recommendation logic, calculations
- Execute cross browser and mobile device testing
- Provide detailed bug reports of all issues including steps to reproduce
- Regression testing to verify fixed issues

Game Designer & Developer, *Cosmosaur LLC*

08/2012 – Current

- Designing the User Interface and making sure that the experience is consistent and themed appropriately throughout each game
 - Concept UI art by wire-framing and mock-ups
- Programmed and implemented UI designs
 - Main Menu, In-game Menus, Dialog, HUD, Map, Inventory, etc.
- Helped design all facets of Moon Intern, such as designing levels, enemies, weapons, different game modes, puzzles, and various story elements
- Programmed Enemies, puzzles, weapons
- Performed the majority business and administrative tasks
 - Finances
 - Customer Support
 - Documentation
 - Account Management