

Chris Lusco

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GAME DESIGNER

Hardworking, dependable, game designer offering expertise in discovering bugs, improving gameplay functionality, delivering smooth user experiences, interactive storytelling, and game mechanics, aspiring to transition into game design. Strategic, results-driven, with a creative mindset and great communication skills who is known for building strong partnerships to leverage testing tools, agile workflows, version control, and a deep passion for gaming to ensure a successful game is created. Collaborative leader and resourceful team contributor with demonstrated success in partnering with diverse, cross-functional teams to implement a deep understanding of player behavior in testing and a deep passion to contribute to innovative game development projects while growing as a designer.

CORE COMPETENCIES

Requirements Assessments | Quality Assurance | Troubleshooting | Creative Tester | Compliance | Best Practices | Process Improvements | Documentation | Project / Program Management | Operational Strategy | Risk Mitigation

TECHNICAL PROFICIENCIES

- **Platforms:** Mobile - IOS, Android | PC
- **Proficient:** Unity | Autodesk 3DS Max | Autodesk AutoCAD | Autodesk Inventor | C# | C++ | JIRA | Confluence | MS Office | AppCenter | TestRail | Word | Excel | Powerpoint | Outlook | Teams | SharePoint | Zoom
- **Working Knowledge:** Creation Kit | Unreal Engine 5 | Autodesk Maya | Blender | Python
- **Other:** Analytics | Metrics | Legal / Regulatory Guidelines

EXPERIENCE

BETHESDA SOFTWAREWORKS, Rockville, MD

December 2022 – July 2025

Quality Assurance Tester, December 2023 – July 2025

Served as a member of the Coordinator Team in charge of creating and maintaining checklists. Supported Project Blackbird as a part of the SFX / VFX team.

- Conducted morning smoke tests on new builds identifying new major issues ahead of the rest of the team.
- Thoroughly tested assigned project to identify bugs and issues resulting in a total of over 700 bugs during my tenure enhancing the quality of my assigned project.
- Created and maintained checklists to streamline the testing process.
- Communicated with the development team, sharing concerns during the game development process.
- Shared testing issues and additional game adjustments with leads and direct team members.
- Stayed updated on project updates via navigation of Confluence and JIRA.

Quality Assurance Tester, Contractor, December 2022 – December 2023

Assigned as a member of the Mobile Team tasked with testing both Elder Scrolls: Castles, and Fallout Shelter. Served as a coordinator in charge of assisting with the creation and maintenance of testing checklists.

- Assisted with games, including The Elder Scrolls: Castles | Fallout Shelter | Starfield | Redfall | Indiana Jones and the Great Circle | and Doom: The Dark Ages.
- Served as a member of the Elder Scrolls: Castles and Fallout Shelter team.
 - Completed assigned test passes on time.
 - Collaborated in tandem with the team to identify bugs and complete regression testing.
 - Provided feedback to the rest of the development team.
- Executed as a member of the Starfield QA team, conducting natural play testing and providing in-depth feedback to the development team and other testers about the game.

EDUCATION

Bachelor of Fine Arts

George Mason University, Fairfax, VA