

# FELIX GLADITZ

## CONTACT

fgladitz@gmail.com  
Stadshagsplan 10  
11250 Stockholm,  
Sweden

## ABOUT

As a highly motivated 5+ year QA test engineer and aspiring game designer from Germany, Felix hopes to bring almost a decade of experience to the creation and production of quality video games.

## LANGUAGES

FLUENT/NATIVE { German  
English

## AVAILABILITY

Available full-time in June, 2015

## EDUCATION

Int'l Baccalaureate Certificate  
Berlin Brandenburg Int'l School  
Class of 2005

Study Abroad  
Bainbridge High School, WA, USA  
2002-2003

## REFERENCES

Susan Holman  
QA Manager for Avalanche Studios  
susan.holman@avalanchestudios.se

Anders Strid  
Producer for Avalanche Studios' Mad Max  
anders.strid@avalanchestudios.se

Mairead Gordon  
Manager at Lionbridge International  
mairead.gordon@lionbridge.com

Yvonne Gorman  
Asst. QA Manager for Activision Blizzard  
<http://ie.linkedin.com/pub/yvonne-gorman/4/700/522>

## WORK EXPERIENCE

2006 - PRESENT

Avalanche Studios - QA Engineer May 2014 - present  
Worked on Avalanche's next AAA title "Mad Max" with focus on open world functional testing and maintaining reported issues across multiple platforms within Jira.

Created, maintained and followed test plans systematically.

Maintained the highest number of reported bugs within the timespan of employment.

Responsible for side mission testing, reporting issues and general feedback directly to side mission developers.

Involved in creating and testing weekly interim builds and delivering them to the publisher.

Lionbridge Int'l - ICT Project Lead June 2012 - Sept 2012  
Managed a team of outsourced testers conducting QA testing on the Windows 8 app store.

Conducted QA functional testing on Windows phones and Nokia products.

Reported directly to clients on a regular basis.

Managed project reports, testing, time allocation, test results and bug reports.

Google - Local Data Evaluator May 2011 - May 2012  
Worked directly with German customers to resolve Google Maps inaccuracies and insure quality of map data on Google Maps, Germany.

Activision Blizzard, Ltd. - QA Tester May 2009 - May 2011  
Conducted functional and linguistic testing on various games on multiple platforms.

Used DevTrack and XLoc to identify and report linguistic and functional bugs.

Trained new employees by giving training sessions and creating training documents.

Worked as an unofficial junior Floor Lead, assisting the Floor Lead with coordinating tasks.

Created, used and maintained test cases.

Involved in German Safe-Check testing (ie. Wolfenstein).

Conducted tier and audio testing.

Lionbridge Int'l - QA Tester (DE) May 2008 - Oct 2008  
Tested two Xbox360 exclusive games.

Used ProductStudio to report localization bugs.

Bigpoint - Localization Manager Sept 2006 - Jan 2008  
Translated German browser games from the ground up into English.

Provided customer support for all English language games.

Provided QA Testing for all English language games.

Provided temporary help in the licensing department as a Jr. Licensing Manager.

Held leadership of the Localization Department and coordinated localization efforts.

## SKILLS

Functional and linguistic testing

Working with pseudo builds

Tier and audio testing

German Safe-Check testing

Creating and using test cases

Leadership experience

Working individually or collaboratively

## PROGRAMS

Aspera

DevTrack

Jira

Microsoft Office Suite

XLoc

Product Studio

LocalizeDirect