

# Dillon Deveney

| DilloniusRex.com | [DilloniusDeveney@gmail.com](mailto:DilloniusDeveney@gmail.com) | (908) – 433 – 0799 |

## **Work Experience:**

Lead Game Designer *Booz Allen* – Seattle, WA December 2019 – Current

- Leading studio design tasks, creating production documentation, consulting clients on VR merits
- Designing, writing, and pitching trainer applications for Department of Defense modules
- Writing scripts for voice over narration and vocal coaching for instructional immersive modules

Immersive Content Designer *Booz Allen* – Seattle, WA March 2019 – December 2019

- Designed interactive features, developed storyboards, and wrote design documentation
- Researched, learned, and mastered emerging technology to design modular applications
- Quality Assurance process documentation, bug reporting, and build health report generation

QA Tester *Sucker Punch* – Bellevue, WA March 2018 – March 2019

- Copyedited writer's scripts and integrated dialogue into main *Ghost of Tsushima* branch
- Completed two daily BVT's, build sync & release, and delivered build reports for a studio of 150+
- Logged and regressed bush, while writing weekly design & narrative reports for production

Test Lead & Test Associate II *Microsoft* – Redmond, WA November 2017 – March 2018

- Led a team of 11+ using SCRUM & Agile methodologies for a specialty-task bug team
- Tested, bugged, and regressed 200+ software titles for Xbox One X Backwards Compatibility
- Generated agency-wide technical documentation, flowcharts, and testing policies & procedures

Test Associate I *Microsoft* – Redmond, WA August 2016 – November 2017

- Tested on *Gears of War 4's* content team and led multiplayer playtests on *Halo Wars 2*
- Engaged in regression & ad-hoc testing using SCRUM + Agile techniques
- Responsible for completing daily test Cases, logging bug Fixes and reporting game crashes

Game Designer *Continuum* – Orlando, FL August 2015 – May 2016

- Created and maintained on-going game design documentation for a studio of 25 employees
- Wrote, pitch, designed, and prototyped 10 levels and 11 boss battles
- Led weekly design/milestone meetings for production team and investors

## **Writing & Design Skills:**

- Creative Writing
- Technical Writing
- Worldbuilding
- GDD Management
- Narrative Design
- Virtual Reality Design

## **Test Skills:**

- Build Verification Testing
- Script-Database Transfer
- Test Pass Generation
- User Experience Playtest
- White/Gray/Black Box
- Bug Creation & Regression

## **Software Skills:**

- Final Draft 11
- JIRA & MS Project
- TestRail
- Buildbot & GitHub
- MS Visual Studio
- Microsoft Suite Pro

## **Education:**

Game Design – Master of Science  
Full Sail University, Orlando, FL

July 2014 – June 2015

Creative Writing for Entertainment – Bachelor of Fine Arts  
Full Sail University, Orlando, FL

September 2011 – June 2014