

Darryl Clayton Jr.

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An enthusiastic and flexible QA Analyst, experienced in manual testing and working with various development teams to help ensure the highest quality product.

PROFESSIONAL EXPERIENCE

Deep Silver Volition, Champaign-Urbana

QA Analyst I

10/2019 – 08/2023

- Acted as an art-focused Lead QA Analyst I for the *Saints Row (2022) The Heist & The Hazardous* DLC Expansion Pack
 - Instructed outsource QA teams on what needed to be tested when the internal team was busy with other work
 - Took on testing work whenever the QA team was stretched thin and needed help with coverage
 - Adjusted test plans whenever any unforeseen tasks came down the pipeline
 - Scheduled individual meetings with the project manager and producer to ensure full clarity was had
 - Assisted other teams with open world gameplay testing while the internal QA team worked through test plans
 - Attended meetings to prioritize what bugs should and should not be waived based on priority and time to test
- Tested and reported bugs for the release of *Saints Row (2022): Boss Factory*, a customization demo
 - Exchanged various articles of clothing to ensure there was no clipping, backwards faces, or animation errors
 - Provided video and photo evidence of any bugs encountered as well as detailed repro steps
- Created test plans in Microsoft Excel for other departments to view
 - Documented any new information or expanded on details to ensure the QA team had all they needed
- Aided general QA on the best ways to bug cinematics as an embedded QA Tester (July 2021 – April 2022)
 - Dressed the player in various attire to ensure there was no clipping with the cinematic camera
 - Checked for proper starts and stops for cinematics as well as trigger points in the game world
 - Attended stand-ups with the cinematics team to give updates on testing progress
 - Reviewed previously tested cinematics with any new content that came in
 - Played through the game naturally to check the cinematics from the player's perspective without debug commands
- Reported bugs to the development team using bug reporting software like Hansoft and Jira
 - Titled each bug accordingly to accurately display what the issue was, where it happened, and how it was triggered
- Trained new QA testers as they were hired on
 - Provided them with any new information for the testing process if any of the initial information in training documentation was outdated
- Contacted lead developers whenever inquiries needed to be met that weren't clarified during stand-ups

PERSONAL PROJECT EXPERIENCE

Crit Rate, Chicago

3D Environment Artist

01/2017 – 01/2020

- Modeled and textured all low poly 3D assets in Maya and Substance Painter
- Drafted and designed level structure
 - Created blueprints prior to the design of each level room-by-room
- Created and balanced the gameplay flow around the levels
 - Tested the resource management cycle of the gameplay
- Created the story and cast of characters
 - Wrote the overall story and lore notes
- Composed and produced the musical scores using Reaper and FL Studio

TECHNICAL SKILLS

Technical Tools: Unreal Engine 5, Autodesk Maya, Unity, Substance Painter, ZBrush, Jira, Confluence

Languages: English (fluent)

EDUCATION

Columbia College Chicago – Chicago, IL
Bachelor's Degree, Game Design

2012 - 2016