John Sollitto

QA Professional with 10 years' experience in AAA.

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PROFESSIONAL PILLARS

QA Leadership

- 10 years' experience in QA, 1 year experience as **Quality Area owner** for projects on Console, PC, and Mobile, working closely with key stakeholders and development teams at Riot Games
- **Directed teams of 15-20 internal and outsource testers** in collaboration with designers
  - Undertook risk assessments, identified blockers in QA testing pipeline
  - Allocated team resources for weekly cadence testing
  - Shared knowledge about upcoming features for thorough testing
  - Identified specific test parameters
  - Participated in new hire interviews, onboarding
- Led regular standup meetings for planning (content and QA planning); identifying critical issues, planning and delegating tasks.
- **Created quarterly risk assessment reports, launch readiness updates** for leadership

Implementation

- Experience with **live-service games and game launches;** worked on PS4, Xbox One dev kits
- **Receive and assign ticketing and task tracking in Jira**
- **Created test plans** for teams of 12-16 people based on design documentation and developer input. **Led teams of four or more in testing multiplayer and cooperative modes**
- Used Sparx to **push live content for testing**, as well as using it to alter testing accounts to help complete testing objectives

Communication and Collaboration

- **Collaborated with programmers, designers, and other contributors** to get detailed design descriptions to create test plans, identify objectives, and delegate to other testers
- Conducted **daily wrap up sessions** with designers, engineers to prepare early morning QA team of build changes, including communicating with outsource testing teams to gain maximum testing coverage over large scale features.
- **Communicated with leadership** re: state of the game
- **Relayed resource allocation needs** to producers to ensure efficient fixes and content testing
- **Defined testing needs** for the future of features to attain information vital to testing and the creation of testing tools

RELEVANT EXPERIENCE

QA Engineer II
RIOT Games
April 2022 - Oct 2023

Senior QA Tester
Boundless Ent.
May 2019 - March 2022

QA Tester
Telltale Games
July 2018 - Sept. 2018

Sledgehammer Games
August 2016 - July 2018

Kabam
June 2015 - August 2016

Electronic Arts
April 2014 - April 2015

Perfect World Ent.
June 2013 - April 2014

SKILLS

Microsoft Office | G Suite
Jira | Sparx | Perforce

EDUCATION
Bachelors in Communication (Journalism)
2012 | CSU Fullerton