

Quality Assurance Tester



High Voltage Software has been the leading independent game development studio in the Midwest for over 18 years. Our tenure in the games industry has rewarded us with an impeccable pedigree of over 70 shipped titles. Our company is a dedicated team focused on delivering the best products in our industry. At High Voltage Software, we give our team members the opportunity to have an impact on our games as well as provide opportunities for personal and professional growth. Ambition and creativity are not just encouraged, they're expected.

Summary: The tester will help with all phases of software development and will focus on ensuring high-quality user experiences in game environments, stability and reliability through recognizing, replicating, and documenting bugs within the software development process by testing video game titles on various consoles and handhelds to ensure flawless game play and by thoroughly checking the software for errors and entering them into the testing database. The ideal Quality Assurance Tester is extremely thorough, diligent, reliable, and possesses good written and verbal communication skills. This position works closely with the game's production staff in analyzing the status and quality of games by planning and executing user tests and reports to the Producer and/or Associate Producer.

Requirements

- Degree/working toward a degree in Computer Science, Game Design, Audio Design, 3D Art, or other industry related discipline
- Computer skills including Windows and Microsoft Office suite
- Strong communication skills, ability to accurately describe in detail a recipe to reproduce the bug and interact with team members with a high degree of understanding, conciseness, and directness
- Testing mindset: must be able to find bugs and have the ability and patience to perform detailed testing
- Strong problem-solving skills
- Personal responsibility and dedication to manage one's work with limited supervision
- Task-oriented, with the ability to stay on course
- Reliable and thorough, and possess excellent attention to detail
- Must work well in a team environment

Responsibilities

- Test pre-release video games and verify functionality, data content, performance, usability/playability, and hardware/software compatibility
- Daily regression test of new builds, logging and regress bugs
- Document issues in bug tracking software by entering detailed, but concise bugs into bug database
- Develop and execute test-case scenarios
- Work with the development team to add new test cases
- Play a key role in certification submission processes

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- Track progress toward and fulfillment of all certification requirements
- Be prepared to provide insight as to the playability of a title
- Report to project Producer
- Other duties assigned as necessary

Pluses

- Experience with programming in Java, C++, JSP, HTML, ASP, and Java scripting
- AA in computer science, or pursuit of BA/BS
- Takes responsibility in “owning” the game
- Personally driven
- Creativity and problem-solving skills with limited info a plus
- Prior QA experience working in a hands-on position with another game company
- Testing experience on multiple titles welcome, but not required

***Q/A Tester positions are part-time Monday - Friday only
All positions are located at our office in Hoffman Estates IL***

To apply send your resume to jobs@high-voltage.com