

KRISTINA LUM

Game Designer | UI/UX Designer | QA Analyst

Portfolio: www.kristinasportfolio.com

LinkedIn: www.linkedin.com/in/kristinalum91

kristinam84@att.net

Professional Summary

Passionate Game Designer and QA Analyst with hands on experience in live production environments. Core skillsets include identifying issues and their root causes and delivering solutions from a player focused perspective. Combines technical and creative knowledge in problem solving to bridge the gaps between the development and design teams.

Core Skills

- Game Design Engines: Unity, Unreal Engine, Twine, RPG Maker MZ, Ren'Py
 - Bug Task Tracking: Asana, Jira, Confluence
 - Digital Art: Clip Paint Studio, Photoshop, Illustrator, InDesign
 - Prototyping: Figma, FigJam, Adobe XD
 - Coding: Python, C#, HTML, java
-

Professional Experience

Pixelberry Studios – QA Analyst

Los Altos, CA | 2018-2024

- Tested and validated new content releases for the *Choices* mobile app, ensuring high-quality player experiences prior to launch
- Conducted variable validation and scenario testing to confirm correct narrative branching
- Performed A/B testing for targeted in-game promotions and player engagement features
- Collaborated closely with developers, designers, and release teams to identify, document, and resolve issues efficiently

MZ – QA Tester (Backdoor QA)

Las Vegas, NV | 2017 – 2018

- Executed backdoor testing for *Final Fantasy XV: A New Empire* in live game environments alongside active players
- Validated new features and performed regression testing post-updates
- Identified and reported defects impacting gameplay and live operations

VMC (at Oculus) – QA Tester

Menlo Park, CA | 2016-2017

- Tested Gear VR headset functionality for Samsung devices
- Conducted stress testing on system first party apps and social integrations
- Verified application installation processes and overall user experience
- Dogfooding the Oculus Rift for feedback and general stress testing of games and overall user experience

Disney Interactive – QA Tester (Localization)

San Francisco, CA | 2016

- Tested DisneyLife (now Disney+) across multiple platforms, including device specific issues
- Ensured compliance with U.S. localization standards
- Performed stress testing to evaluate performance under high usage

PennyPop – Contract QA Tester

San Francisco, CA | 2016

- Identified and documented bugs, including device-specific issues
 - Gained foundational experience in QA processes and team communication
-

Projects & Collaboration

- Participated in multiple game jams at San Jose State University, developing games (*MadCow*, *4Sides*) within 24-hour cycles
 - Contributed to concept development and monster design
 - Reported and helped resolve a critical quest-blocking bug during *The Elder Scrolls Online* open beta
-

Leadership & Initiative

- Proactively recreated the *Choices* UI in Unity to support transition planning to a new engine
 - Designed an interactive Figma tutorial to streamline onboarding and training for the QA process
 - Recognized for initiative in improving workflows and supporting understaffed teams
-

Education

M.A., Game Development

Academy of Art University - San Francisco, CA | 2024

B.A., Design Studies

San Jose State University - San Jose, CA | 2015