



# Shelby Elrod

## Quality Assurance Analyst

### SOFTWARE

Maya  
Adobe Products  
NukeX  
Mari  
Arnold  
Jira  
Perforce  
Unreal

### EDUCATION

#### Savannah College of Art and Design

B.F.A Visual Effects  
Cum Laude  
Savannah, Georgia  
2012 - 2014

#### Trident Technical College

A.A.S Animation  
Certificate of  
Advance Animation  
N Charleston, SC  
2008-2011

### CONTACT

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### EXPERIENCE

#### Unbroken Studios Aug 2019 - Present

##### QA Analyst

- Unannounced AAA Game (tested on PC, PS4, and Xbox platforms)
- Established best practices for JIRA and other QA workflows
- Utilized JIRA for bug tracking and milestone planning
- Communicated on a daily basis with designers and production to meet project needs
- Learned in house tools as well as Visual Studio to better assist the team in debugging

#### Unannounced Project (Uncredited Weapons Designer)

- Weapon tuning
- Tracking data based on feedback for weapons
- Worked in editor with actor/blueprints for weapons
- Light in house test levels
- Utilized Perforce for check-ins on design changes to the game
- Researched weapons in various games providing video samples for the team

#### DICE LA May 2019 - Aug 2019

##### QA Analyst

- Shipped two new maps on BF5 and worked on one unannounced map (tested on PC, PS4, and Xbox platforms)
- Provide risk assessment for assigned ownerships against project milestones.
- Utilized JIRA for bug tracking and Epic planning.
- Built levels locally to run smoke tests for upcoming maps.
- Communicated on a daily basis with different designers and leads to meet the needs of current studio demands and adjusted plans accordingly
- Locally syncing changes to builds
- Deployed client and server builds for studio wide playtests.
- Learned in house tools for performance checks and data analysis of maps.
- Worked with a small team updating and implementing documentation for assets.
- Coordinated an outsource QA team for more focused testing

#### Treyarch April 2018 - May 2019

##### Level 2 QA Tester

- Shipped Black Ops 4 (tested on PS4 and Xbox Platforms)
- Write test cases/plans for the team to perform.
- Write reports for QA tasks or requests that go to the dev team.
- Perform analysis and test the game based on design principles.
- Utilized JIRA for bug tracking.
- Communicate between Studio Production and QA Leads to
- identify, document, and track issues against project milestones.
- Worked on Zombies Easter Eggs
- Give feedback on Easter Egg quest lines and map flow for Zombies team.

#### Ocean Exchange Oct 2015 - Nov 2015

##### VFX Intern

- Created digital visual elements in short films for conservation solutions in the business space.
- Worked with a film crew on set to ensure the digital end of film making would go smoothly and efficiently.
- Utilized After Effects for compositing VFX shots into live plates
- Used Maya for 3D modeling for previsualization