UNIVERSITY OF SOUTHERN CALIFORNIA

Video Game Quality Assurance Tester

Job Code: 165846

OT Eligible: Yes
Comp Approval: 11/17/2016

JOB DESCRIPTION:
Coordinates quality assurance for game lab software projects. Develops tests to verify feature, functionality, and performance for games that are live as well as in development. Records test results and generates written reports that detail the findings/bugs, etc. Researches and analyzes data to categorize and identify root causes of issues and to find areas for improvement. Interacts with various teams within the department to solve issues. Creates internal guides and materials. Conducts industry research of comparable video games by examining and evaluating competitors’ games and creating game reports. Maintains confidentiality of games that have not been released to the public.

JOB ACCOUNTABILITIES:

*E/M/NA   % TIME

_________   _______ Coordinates quality assurance for game lab software projects. Executes software test plans for new features for video games, web applications, marketing collaterals, client/server based and social/mobile gaming.

_________   _______ Develops tests to verify feature, functionality, and performance for games that are live as well as in development. Writes test plans and sets schedule for testing, in conjunction with developers and testers. Trains and manages student testers to assist with testing process, as necessary.

_________   _______ Records test results and generates written reports that detail the findings/bugs, etc. Creates and maintains a bug report database. Uploads error reports to appropriate databases, as necessary. Helps to diagnose issues discovered during quality assurance testing.

_________   _______ Researches and analyzes data to categorize and identify root causes of issues and to find areas for improvement.

_________   _______ Interacts with various teams within the department to solve issues. Reports progress on problem resolution to development leader. Performs work-flow analysis and recommends quality improvements.

_________   _______ Creates internal guides and materials.

_________   _______ Conducts industry research of comparable video games by examining and evaluating competitors’ games and creating game reports.

_________   _______ Maintains confidentiality of games that have not been released to the public.

_________   _______ Performs other related duties as assigned or requested. The university reserves the right to add or change duties at any time.

*Select E (ESSENTIAL), M (MARGINAL) or NA (NON-APPLICABLE) to denote importance of each job function to position.

EMERGENCY RESPONSE/RECOVERY:

Essential: ☐ No
In the event of an emergency, the employee holding this position is required to “report to duty” in accordance with the university’s Emergency Operations Plan and/or the employee’s department’s emergency response and/or recovery plans. Familiarity with those plans and regular training to implement those plans is required. During or immediately following an emergency, the employee will be notified to assist in the emergency response efforts, and mobilize other staff members if needed.

**JOB QUALIFICATIONS:**

**Minimum Education:**
- Bachelor’s degree
- Combined experience/education as substitute for minimum education

**Minimum Experience:**
- 2 years

**Minimum Field of Expertise:**
- 2+ years hands-on experience in test planning and execution activities, project sizing, test strategy, test data definition, data setup, test execution, defect reporting & communication of status/metrics. 2+ years Quality Assurance and Testing experience in an agile development cycle. Experienced in Test Automation including planning, assessments, script development & maintenance. Experience in full software development life cycle (SDLC). Advanced knowledge of Windows operating systems. Working knowledge of iPhone, Android, and Linux operating systems. Demonstrated success working with command-line and web-based tools for debugging and analysis. Ability to analyze crash logs, stack traces, and assist engineers by utilizing basic debugging techniques. Excellent communication skills (ability to communicate technical concepts to a non-technical audience).

**Preferred Education:**
- Bachelor’s degree

**Preferred Experience:**
- 3 years

**Skills: Administrative:**
- Communicate with others to gather information
- Customer service
- Gather data
- Input data
- Prioritize different projects
- Research information
- Understand and apply policies and procedures
- Writes in computer code

**Skills: Other:**
- Analysis
- Assessment/evaluation
- Conceptualization and design
- Organization
- Problem identification and resolution
Skills: Machine/Equipment:

- Computer network (department or school)
- Computer network (university)
- Computer peripheral equipment
- Personal computer

Supervises: Level:

May oversee student, temporary and/or resource workers.

Comments:

Evening or weekend work may be necessary to meet deadlines or solve specific problems.

SIGNATURES:

Employee: ______________________________ Date: ______________________________

Supervisor: ______________________________ Date: ______________________________

The above statements are intended to describe the general nature and level of work being performed. They are not intended to be construed as an exhaustive list of all responsibilities, duties and skills required of personnel so classified.

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