

## **Troy Correia**

portfolio: [www.correiative.com](http://www.correiative.com)

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### **EXPERIENCE:**

#### **SAY DESIGN / SAY WE ALL GAMES**

Game Designer, Artist, Lead Tester

December 2007 to Current

Initially hired as the lead company tester for all projects but expanded to game designer and artist within two months. As lead tester my responsibilities included setting up and managing bug databases, testing flash games for bugs, help with balancing game play, writing bugs, and working with programmers and developers to reproduce and fix bugs.

Artist responsibilities included character movement storyboards and gif animations for a flash MMO, character concepts, photo breakdowns for an Xbox Live puzzle game, art changes and update per client requests, user interface layouts and final artwork on multiple flash games designed for the Sony Mylo. Game Designer responsibilities included puzzle design, game balancing, writing design documents, working with programmers to ensure game matched design and work out problem areas of initial game design documents, working with clients on changes to games, and most importantly creating game concepts and ideas for new games.

#### **SONY COMPUTER ENTERTAINMENT AMERICA**

Format Quality Assurance (QA) Offline Software Tester

October 2006 to October 2007

Executed the role of QA Technician for Sony Computer Entertainment America (SCEA). Responsible for daily troubleshooting stability and bugs within submitted software for the Playstation 2, Playstation Portable, and Playstation 3. Routine detailed analysis for cause and frequency of bugs. Input of frequency and instructions for replication of bugs into a database to be utilized by programmers. Ensure games can be completed up to 100%. Collaborate with various testing groups and individual technicians, when checking stability of non-online multi-player game functions. Evaluate game compatibility, with different peripherals (controllers, eye toy, memory cards, etc). Complete TRC checklists for the Playstation 3 console to verify that submissions met all of the SCEA standards. Test game resubmissions to accurately determine if all issues addressed in the previous submission were corrected. Worked as Co-Lead for multiple game evaluations.

## **RED SHIFT INVESTIGATIONS**

Head of IT Department / Office Assistant

June 2004 to October 2006

As head of IT my responsibilities included computer and network maintenance, installing new hardware and software, fixing phone and computer problems, setting up new workstations, running networking cable, and keeping the network secure.

As and office assistant my responsibilities include writing and sending weekly updates to clients, database management, answering phones and communicating with customers and clients on a daily basis.

## **SUBARU PRIMAL QUEST 2004**

Parish Media

September 2004

Worked with Parish Media as Production Assistant and Assistant Editor for the web video team during the Subaru Primal Quest Adventure Race. Responsibilities included but not limited to set up and tear down of film equipment for interviews, scheduling interviews and keeping talent on time, logging and capturing video, and editing clips of the event for the web. All work was done during the event and posted online for fans to keep up with the race while it was happening.

## **PIXEL CORP**

Team Leader for Digital Television Team

July 2002 to 2004

Oversaw 7 technicians in a video production environment. Responsible for weekly video production including shooting, editing, and compressing for CD/DVD and web. Also responsible for weekly production reports to clients & management, conducting weekly meetings, developing training tutorials, providing computer software demonstrations, technical training, and research and development.

## **QUALIFICATION SUMMARY**

Emphasis on strong organizational, technical and interpersonal skills. Trustworthy, ethical and discreet. Committed to superior service. Confident and poised in interaction with individuals at all levels. Detailed oriented and resourceful in completing projects, able to multi task effectively. Capabilities include but not limited to the following:

- Computer Software and Hardware Knowledge
- Computer Operations
- Effective Communication Skills
- Customer Service & Employee Relations
- Trouble Shooting
- Attention to detail
- Self Starter
- Product Knowledge
- Team Player
- Inventory Accountability
- Problem Solving
- Mac OSX
- Apple Keynote
- Final Cut Pro 4/4.5 – Apple Certified Trainer
- Apple Compressor (some experience)
- Apple Sound Track (some experience)
- Apple Live Type (some experience)
- Apple QuickTime Pro
- Discreet Cleaner 6
- Windows 95, 98, 2000, & X.P.
- Microsoft Word
- Excel
- PowerPoint
- MS Works
- Adobe Acrobat
- Adobe Photoshop 6 – CS3
- Adobe Illustrator 9 – CS3
- Adobe After Effects
- Macromedia Dreamweaver MX 2004
- Macromedia Flash Professional 8 - CS3
- Leech FTP (Windows)
- Transmit FTP (Mac)

**EDUCATION:**

Foothill College- Currently finishing GE and Graphics Design Degree  
 San Francisco Academy of Art- Fall 2000- Spring 2002 attended full-time  
 Vacaville High School 2000 –Graduated with Honors