

RENEE PELCHAT

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PROFESSIONAL SUMMARY

Game Design graduate with hands-on experience in Quality Assurance testing and a growing focus on level design and player experience. Experienced in functional and exploratory testing, gameplay analysis, and clear bug reporting with reproducible steps. Strong at evaluating level flow, balance, readability, and player engagement through structured playtesting. Brings a disciplined, detail-oriented approach supported by experience in safety-critical environments and collaborative, feedback-driven workflows.

EXPERIENCE

Game Tester (Subcontracted / On-Demand QA)

Lionbridge Game Testing — Remote

June 2024 – Present

- Accepted short-term game testing contracts on a per-project basis
- Conducted functional, exploratory, and regression testing across assigned game builds
- Identified, documented, and reported bugs with clear reproduction steps and severity levels
- Provided detailed feedback on gameplay mechanics, controls, balance, and overall player experience
- Followed project-specific testing guidelines, confidentiality requirements, and deadlines

Game Tester (Subcontracted / On-Demand QA)

PlaytestCloud — Remote

August 2024 – Present

- Accepted short-term game testing contracts on a per-project basis
- Tested mobile game builds following structured test prompts and playtest objectives
- Reported gameplay issues, usability concerns, and player experience feedback through written submissions
- Supported developers by providing clear, player-focused insights to improve gameplay and flow

Non-Developmental Civil Summer Student

Ontario Power Generation

May 2023 – August 2023

May 2024 – August 2024

- Worked in safety-critical technical environments requiring strict adherence to procedures
 - Assisted with equipment maintenance and hazardous material handling
 - Demonstrated reliability, accountability, and attention to detail in high-risk settings
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EDUCATION

Video Game Design (Diploma)

Fanshawe College, London, ON

September 2023 – April 2026

- Developed core skills in game design fundamentals including gameplay mechanics, level design, and player experience
- Gained hands-on experience with prototyping, iterative design workflows, and structured playtesting

- Collaborated on team-based projects to design, test, and refine playable game concepts
- Applied critical analysis through playtesting to evaluate balance, flow, and player engagement
- Participated in collaborative development projects involving bug reporting, issue tracking, fix verification, and iterative gameplay testing

Mechanical Engineering (Program not Completed)

Laurentian University, Sudbury, ON

September 2020 – April 2023

- Developed strong analytical thinking, technical problem solving, and structured documentation skills through coursework
- Applied logical analysis and systems thinking to evaluate design constraints, workflow, and technical challenges
- Built a foundation in mathematics and physics relevant to gameplay systems, 3D environments, technical art and simulation-based designs

SKILLS

- Gameplay Testing and Quality Assurance
- Gameplay and Level Flow Analysis
- Functional, Exploratory, and Regression Testing
- Bug Identification and Clear Reporting
- Player Experience Evaluation
- Iterative Playtesting and Feedback
- Technical Documentation
- Attention to Detail

TOOLS & SOFTWARE

Game Engines: Unreal Engine, Unity

3D & Level Art: Autodesk 3ds Max, ZBrush

Materials & Texturing: Substance Designer, Substance Painter

Production Workflow: Agile development methodologies

QA & Bug Tracking: Project-specific internal bug tracking tools

Productivity: Microsoft Office / Microsoft 365

CODING

C++: Intermediate

C#: Basic/Learning

Lua: Basic/Learning

Unreal Blueprint: Basic/Learning

Unity VS: Intermediate

LANGUAGES

- English — Fluent
- French — Fluent

REFERENCES

Available upon request