

# Cynthia Knight

Game Developer

---

## Experience

---

Nov 2020 - Feb 2021

### Quality Assurance Tester - *Gameloft (Brisbane)*

Primary duties involved identifying bugs, collecting information thoroughly, and communicating those issues to team members. This also involved the preparation and execution of test plans in collaboration with other testers. Tests included both technical and design issues, as well as compliance.

## Strengths

---

- **Problem Solving** – Driven to finish tasks with high-quality solutions that make things easier in the long run.
- **Software Proficiency** – Consistently efficient at achieving proficiency with unfamiliar software and procedures.
- **Passion for Game Design** – I take great joy in thinking critically and creatively about game mechanics and player experiences. This has given me a strong ability to provide effective & insightful feedback & criticism across a broad variety of contexts, and to identify problems that others might not.
- **Written Communication** – Adept at expressing ideas clearly, concisely, and with an engaging tone across various contexts, both as a creative writer and as a collaborator.

## Education

---

2017-2022

### Bachelor of Games and Interactive Environments

Programming Major  
QUT

## Skills

---

- C#
- Unity
- Jira
- VR

## Contact

---

5 Gray Avenue  
Brisbane, Queensland 4075  
knightcynthia@outlook.com  
[www.linkedin.com/in/knight-cynthia](http://www.linkedin.com/in/knight-cynthia)