

# Shivam Patel

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## Skills

Languages: C/C++, C#, Blueprints, Python

Game Engines: Unreal, Unity, Godot

Version Control: Perforce, Diversion, GitHub

Project management: Trello, Jira, Testiny

## Work Experience

*Sublime - Quality Assurance Tester*

*Remote | Aug 2025 – Present*

- Test in-development features and builds for OUTBRK, identify bugs, and submit detailed reports via Trello.
- Investigate player-reported production issues by reproducing bugs, uncovering additional problems, and documenting findings for developers.
- Document over 1000 software defects with clear reproduction steps, contributing to fixes implemented by developers.
- Create test cases for bugs that require reproducible steps and for newly developed features.
- Provide feedback to developers on the design of new features in development.
- Review reports of community guideline violations and support in-game moderation efforts.
- Deliver player support through Discord by troubleshooting technical issues and answering questions.
- Foster community engagement through moderation and active support across the OUTBRK Discord server and Steam forums.

*Eye Level — Grader / Teacher Assistant*

*In-person | Oct 2024 – May 2025*

- Supported preschool through middle school students in developing math and English skills.
- Evaluated student assignments and helped students learn from mistakes through feedback and clarification.

## Education

Purdue University | 2025–2029

B.S. in Game Development, Minor in Computer Science

Relevant Course Work: C & C++ Programming, Game Scripting, Game Design, Video Game Level Design, Geometric Modeling, Visual Effects, UX Design, History of Games

## Projects

To be added

## Awards and Certificates

To be added