



Human Resources

Job Description

Position Title: Game Test Engineer
Department: Design-Dev-QA
Reports to: Game Test Manager
Work Hours: Monday – Friday, 8:00 a.m. – 5:00 p.m. (Varies)
Status: Full Time
Creation/Revision Date: 2/5/10

SUMMARY

The primary purpose of this position is to develop test tools, test suites and perform game testing to ensure top quality of DigiDeal's products.

ESSENTIAL FUNCTIONS

- Work with software engineering to develop test tools that increase the effectiveness of game testing.
- Develop and perform game testing during alpha and beta phases of game development.
- Collaborate with game development, customer product support and game test to ensure efficient test development and execution.
- Ensure that each game meets GLI requirements prior to releasing software for regulatory certification.
- Advancing the development of automated testing techniques wherever possible
- Other duties as assigned

QUALIFICATIONS

To perform this position successfully, an individual must be able to perform each essential function satisfactorily. The requirements listed below are representative of the knowledge, skill, and/or ability required. Reasonable accommodations may be made.

EDUCATION AND/OR EXPERIENCE

Bachelor's degree is required; minimum 2 years of related experience.

OTHER SKILLS, ABILITIES, AND/OR TRAINING

- Ability to work extended hours as needed
 - Ability to work weekends
 - Ability to preserve confidentiality of information
 - Ability to prioritize multiple tasks in a fast-paced environment
 - Strong organizational skills and attention to detail
 - Ability to work within strict deadlines
 - Good interpersonal skills and desire to be a team player
 - Excellent written communication skills (i.e. business letter writing, grammar, etc.)
 - Excellent oral communication skills (i.e. ability to deal effectively with others and speak professionally on the phone, etc.)
-