

# STEVEN SEUNG

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I have 5 years of professional experience in quality assurance and software development. In addition, I have transferable skills from my time at Sony Santa Monica Studios, Activision, and from my early career, doing scientific documentation and reporting. My miscellaneous projects are available from my website linked here [stevenseung.azurewebsites.net](http://stevenseung.azurewebsites.net).

## PROFESSIONAL EXPERIENCE

### QA Specialist

2020 - 2023

*SONY SANTA MONICA STUDIOS* – Playa Vista, CA

- Assisted developers with tooling and game crashes from across the studio.
- Improved automated test tooling (Testmonkey) by building a parser in python to organize bugs.
- Maintained a weekly build deployment cadence with Jenkins.
- Executed and improved performance testing by adding debug functionality.
- Coordinated with stakeholders to document performance testing procedures
- Scanned and reduced GUID collisions in the vast Perforce depot of Ragnarok to prepare the project for archiving.
- Aggregated and organized data together for leads and stakeholders with Looker.
- Post release support by monitoring live bug telemetry.
- Added performance debug overlay in C++ (imgui)

### QA Programmer

2018 - 2020

*ACTIVISION* – El Segundo, CA

- Managed SQL databases of accounts, bugs and various data sets.
- Increased bug coverage by writing programs to continuously purchase items in Call of Duty Mobile, Black Ops 4, WWII and Modern Warfare; verifying the accuracy of loot box drop rate claims by cataloging purchases from in-game stores.
- Saved hundreds of work-hours by developing automated account creation tools that circumvented manual generation and provisioning of test accounts.
- Used web scraping techniques to facilitate crossplay testing in Modern Warfare.
- Wrote a text overflow detector to flag strict text requirements for the Submissions team.
- Improved the accuracy of Optical Character Recognition, by training on game specific fonts.
- Experienced with console test kits and build management using Sony's PlayGo and Microsoft's XDK.

### Development Engineer

2011 - 2016

*RADIABEAM TECHNOLOGIES* – Santa Monica, CA

- Tested and calibrated RF equipment.
- Soldered circuit board and robotic components together.
- Developed programs that automated tests, generated reports and minimized undesirable residual magnetic fields.
- Prepared equipment for testing particle accelerators in a vacuum environment.
- Developed UI frontend for physics simulations.
- Black box testing of Fortran programs.
- Documented and fixed bugs in source and configuration files through GitHub.
- Utilized desktop recording and live streaming software to perform usability testing with end users.

### Math Tutor

2011

*TUTORING CLUB* – Cypress, CA

- Tutored middle school and high school students in algebra, geometry and trigonometry.

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## EDUCATION

- **University of California, Los Angeles**  
Los Angeles, CA Class of 2010  
Bachelor of Science in Physics
- **FermiLab – United States Particle Accelerator School**  
Batavia, IL 2013-2015
  - **Studio Arts Houdini Visual Effects**  
Los Angeles, CA 2020
- **Studio Arts Unreal Engine Connectors**  
Los Angeles, CA 2023

Keywords and Skills: Microsoft Word, Excel, Office 365, C#, C++, Java, JavaScript, Python, PHP, Rust, Unity, MonoGame, CocosSharp, Xamarin, Android, iOS, SQL, Lackey, Selenium, OpenCV, OpenVINO, SDK, Prospero, Unreal, Houdini, Looker, Perforce, Jira, Blazor, .Net, Jenkins, Testmonkey, IMGUI  
References available upon request.