# **Tony Condon**

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## **Work Experience**

#### **Activision Publishing**

QA Functional Tester - May 2021 - Oct 2021

- Verifying functionality, data content, performance, 1st Party (Sony, Microsoft, Nintendo) compliance, usability/playability, and hardware/software compatibility.
- Various types of Functional Testing including Black Box Testing, Smoke Testing, Regression Testing, Load Testing.
- ◆ Used Jira and DevTrack in day to day job duties.

#### Education

#### **University of Wisconsin-Stout**

#### Dunwoody College of Technology

Wisconsin's Polytechnic University, Menomonie, WI Private Non-Profit Technical College, Minneapolis, MN B.S. Computer Science - Expected Graduation May 2025 A.A.S. Web Programming & Database Development - May 2022 Concentration in Game Design and Development & Mathematics Minor Outstanding Attendance Award

### Skills

Languages: HTML, CSS, JavaScript, PHP, Python, C#, C++, XML, MongoDB, .NET, mySQL, SQL Server

Software: Git, GitHub, Jira, Adobe Creative Cloud, InVision, Figma, Microsoft Access, DevTrack

Operating Systems: Windows, macOS, Linux Desktop, Linux Servers, Windows Server, Android, iOS

*Other:* Agile Methodologies, Virtualization, Source Control, Object-Oriented Programming, Black Box Testing, Smoke Testing, Load Testing, Regression Testing, Computer Assembly & Maintenance

## **Projects**

*Call of Duty: Black Ops Cold War - QA Functional Tester:* First Person Shooter Game developed by Treyarch and Raven Software and published by Activision. Received QA Credit.

**Fish Feast - Audio & UI Designer/Programmer:** Fish Feast was created by a group of 8 Game Developer students over the course of 48 hours during UW Stout's 2023 Game Jam hosted by the on campus IGDA club. In Fish Feast you play as a fish where your goal is to eat other fish and items in the ocean to eventually get big enough to eat the whole map! Fish Feast was awarded the Most Innovative award.

**CULT-ure War - Project Manager:** A tabletop game where players are given the opportunity to have all the fun of starting a cult and gathering followers, without any disastrous consequences. Players will design their cult, and deity. Then gather followers in hopes of summoning the deity to defeat the opposing cults. First your opposing cults, then the world!

## **Volunteer Experience**

St.Patrick's Church of Edina - High School Youth Leader