

AUDREY LEMAY

ABOUT ME

I currently work as a development tester. I have a bachelor's degree in game design and a diploma in Multimedia. I had the opportunity to be a producer/designer on a project called *Helpless* that released on Steam. My main interest in design is trying to make an experience that players of any kind will enjoy.

CONTACT

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SOFTWARES AND LANGUAGES

- Proficiency



Notion



Microsoft Office



Twine



HTML/CSS



Photoshop



Unity



C#



Miro

- Good knowledge



Jira



Unreal



Excel



Python

EDUCATION

2020 - 2023	Université du Québec en Abitibi-Témiscamingue Bachelor in game design- Excellence scholarship recipient in 2023
2015- 2018	Collège de Maisonneuve Diploma in Multimedia
2014- 2015	Collège de Maisonneuve Humanities

PROFESSIONAL EXPERIENCE

2024	Ubisoft • Development Tester <ul style="list-style-type: none">• Work in collaboration with developers.• Test features as they are being created.• Create test plans and tasks for QA teams.
2023	Globalstep • QA Tester <ul style="list-style-type: none">• Execute multiple test cases.• Detect and report bugs.
2018 - 2020	Corus Entertainment • Multimedia Coordinator <ul style="list-style-type: none">• Web platform management.• Graphic design of multiple marketing elements.• Web design in HTML and CSS.• Working in collaboration with multiple departments, some that are outside of Quebec.
2018	Nanomonx • Intern - Web integrator <ul style="list-style-type: none">• Work in collaboration with the design team and the back-end team.• User interface design.

SKILLS

- Communication
- Result-oriented
- Autonomy
- Detail-oriented
- Problem solving
- Team player
- Multidisciplinary
- Fast learner

SPOKEN AND WRITTEN LANGUAGES

- French and English