

Kevin Michael Vekony

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Associate Art Producer II at High Voltage Software

February 2021 to Present

Collaborate with peers and embed within various Art Discipline Teams—including rigging, tech art, UI, environment, character modeling, and more—to support the delivery of AAA-quality game assets. Key responsibilities include:

- Serving as an interdepartmental liaison for up to 16+ team members, facilitating communication and information sharing
- Managing task schedules, workloads, and deadlines across assigned art disciplines
- Tracking upstream/downstream dependencies in a AAA waterfall-style development pipeline
- Documenting and distributing meeting notes
- Keeping asset statuses current and accurate
- Triaging and following up on JIRA bugs and tasks
- Participating in post-mortems and implementing process improvements

Titles Worked On Include:

- Fortnite: Battle Royale Live Content + Cosmetic Updates (With Epic Games)

Senior Quality Assurance / Customer Support at Jackbox Games

October 2018 – February 2021

As a full-time QA team member, manually tested and verified game content and fixes through ad-hoc and regression testing to ensure high-quality releases. Helped create and track test plans using Trello, Excel, Google Docs, and bug tracking tools, and collaborated in cross-discipline QA meetings.

Served as QA Lead on assigned projects, managing test planning and communication by attending agile sprint reviews and maintaining related documentation.

Also led Customer Support efforts, responding to technical and merchandising inquiries via HappyFox and maintaining the Knowledge Base wiki. Supported User Research by coordinating and documenting external playtests.

Titles Worked On Include:

- The Jackbox Party Pack franchise

- Quplash 2: InterLASHional Edition + Drawful 2 International Edition

Quality Assurance Analyst at Level Ex

July 2018 – October 2018

As QA personnel, performed thorough manual and ad-hoc testing of pre-release apps and content to ensure release readiness, using bug-tracking tools, smoke sheets, and detailed test plans. Also managed hardware inventory and supported telemetry and data analytic efforts.

Titles Worked on Include:

- Pulm Ex, Gastro Ex and Airway Ex mobile

Quality Assurance Analyst at NetherRealm Studios

October 2016 – Summer 2017; Fall 2017 - July 2018

In a returned role tested then-upcoming game content thoroughly for best delivered quality to players via manual / ad-hoc testing methods, bug-tracking software, and Excel / document-based smoke sheets and test plans.

Titles Worked on Include:

- Injustice 2 (including soft pre-launch and day 1), Mortal Kombat, and WWE Immortals mobile

Quality Assurance Tester at Jackbox Games August 2016 – October 2016; June 2017 – November 2017

Performed comprehensive testing and regression on live and in-development game content using smoke, task-based, and ad-hoc methods to ensure stable, high-quality player experiences at launch.

Titles Worked On Include:

- The Jackbox Party Pack franchise

Quality Assurance Tester at Raven Software July 2015 – May 2016

Performed comprehensive testing and regression on live and in-development game content using smoke, task-based, and ad-hoc methods to ensure stable, high-quality player experiences at launch.

Titles Worked On Include:

- The Jackbox Party Pack franchise

Education

Columbia College Chicago,

Enrolled August 2011 - graduated May 2015

Major: Bachelor of Arts in Game Design with a Game Development concentration.

Final Cumulative GPA: 3.803 (Graduated with official magna cum laude honors)

Honors: Five different semesters on the Dean's List. Sole recipient to be awarded the Bob Enrietto Scholarship and used to subsequently attend Semester in Los Angeles Hollywood for Transmedia / Cross-Platform Development summer 2014. Member of National Society of Collegiate Scholars honors society since Fall 2012.

Skills And Tool Experience:

- Atlassian suite: JIRA, Confluence, and TestRail for task + bug tracking along QA regression
- Autodesk Flow (Formerly known as Shotgrid/Shotgun)
- Collaborative visual project planning in Miro and Trello
- Slack
- Google suite: Calendar (with meeting scheduling), Docs, Sheets, and Presentations
- Microsoft Office suite: Word, Powerpoint, Excel, Teams, Sharepoint
- Firsty party game development and TRC certification for consoles: (Nintendo Switch, PS5, PS4, Xbox One and Series X + S) and mobile: (Apple iOS / Google Android)
- Project management as a Waterfall expert and exposure Agile Scrum methodologies including bandwidth assessment, sprint planning, overage reviews, and estimation
- Adobe Photoshop, Illustrator, Paint
- Community user research, external playtesting feedback monitoring + forum administration
- Customer service and support ticket-managing systems (including Helpdesk)