Eric Wilhelm

Seeking a new challenge to contribute my skills and experience to.

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EXPERIENCE

Anki Inc. – San Francisco, CA – *Senior Test Analyst*

Jul 2014 – Sep 2017

Consumer robotics hardware testing. Android lead on controlling software testing.

Interactive Memories – Palo Alto, CA – *QA Lead*

Apr 2014 - Jul 2014

App software testing on mobile devices (iOS/Android) and web.

Kabam – Austin, TX – *QA Analyst*

Jan 2013 - Oct 2013

Web game developed on Java, Mobile version was being developed in Unity.

Portalarium – Austin, TX – *QA Analyst [CONTRACT]*

Oct 2012 - Jan 2013

An opportunity to work with Richard Garriott, creator of the Ultima series. Web based/Facebook game developed in Java.

Bioware (EA) – Austin, TX – *Associate QA Lead Outsourcing /Sr. QA Outsource Coordinator*

Dec 2010 - Jun 2012

Hired to overhaul the remote team management due to past employment at EA and Globant. Interviewed, hired, and supervised small local team of outsource coordinators. Supervised remote teams in Argentina, India, and Romania. Created and maintained documentation/wiki for remote and internal teams on outsource information and processes.

Globant – Buenos Aires, Argentina – *QC Analyst [CONTRACT]*

Aug 2010 - Nov 2010

Recruited by Globant, an outsourcing studio who was working with Electronic Arts, to improve relations and QA teams performance. Created and analyzed metrics based on KPI's. Worked directly with EA Outsource Director directly to improve team processes and remote communication.

SKILLS

Team leadership and management – remote and domestic, hiring.

Ability to work in a fast paced, dynamic and team oriented environment.

Strong Analytical skills combined with a detailed oriented mindset

Familiar with Agile and Waterfall environments.

Test Cases/Plan/Training – creation and maintenance.

Experience in Bug Tracking tools – JIRA, Devtrack, Devtest, Bugzilla, Filemaker, Test Track Pro, Watson.

Software experience – Xcode, Android SDK, Mode, Charles Proxy.

Multiplatform – Console, Mobile (Android, IOS), Web browser, Facebook, and PC.

Experience in System Testing, Regression Testing, Functional Testing, and Black-box Testing.

Adobe – San Francisco, CA – *Mobile Quality Engineer [CONTRACT]*

Jan 2010 - Apr 2010

FLASH CS5 testing on custom tool for Android, Palm, iPhone.

EA (Pogo) – Redwood City, CA/Austin, TX – *Sr. QA Lead*

Jan 2005 - Dec 2009

Mobile and web based casual games. Opened satellite studio in Austin, TX and managed a small QA team.

Nokia (N-Gage) – San Francisco, CA – *QA Lead*

Jan 2004 - Dec 2004

Mobile Java based games on Symbian OS.

SEGA (SegaSoft) – San Francisco, CA – *QA Lead*

Jul 1998 - Dec 2003

Console testing on Dreamcast and later Xbox and PS2. QA Lead for Sega.com/Sega.net websites.

EDUCATION

Peralta Community College District, SF East Bay — *AS Computer Science*

 2001 - 2003, 2018 - PRESENT

C++, Java

Online

ONGOING

Grow with Google Challenge Scholarship: Android Basics, Python, Selenium Webdriver Basics.

PROJECTS

Drive, OverDrive, Cozmo
Anki

Mosaic, Mixbook
Interactive Memories

Imperium Galactic War
Kabam

Ultimate Collector
Portalarium

Star Wars: The Old Republic
Bioware (EA)

The Godfather: Gangland, Pogo Puppies, Pictureka Museum Mayhem, Monopoly: The World Edition, Golf Solitaire, Turbo 21, Tumblebees, Blackjack Carnival, Texas Hold'Em Poker, WordCraft.
EA (Pogo)

Alien Front, Mile High Pinball, Pocket Kingdom: Own the World, Spider Man 2
Nokia

Alien Front Online, Floigan Bros, Phantasy Star Online, Quake III, NFL2K1, NFL2K2, World Series Baseball 2K2
SEGA

REFERENCES AVAILABLE UPON REQUEST