Liam Dugard

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Education

University of California, Santa Cruz

Arts and Design: Games and Playable Media

2015-2019 3.38 GPA

Certifications and Honors

- **Certified Scrum Product Owner (CSPO)**
- **Certified Scrum Master (CSM)**
- **Presenter at Indiecade E3 Booth**
    - *Meet Me in the Garden, June 2018*

Projects

Quality Analyst II || Sledgehammer Games ||Call of Duty: MWII (2022), Call of Duty: MWIII (2023)   **January 2022 to January 2024**

- Synced and collaborated directly with designers, directors, producers, and senior members daily; gaining visibility and ensuring testing needs and features are clearly identified from development to final approval.
- Promoted and maintained effective project management methodologies, including Agile, to streamline game design methodologies and improve team productivity on an ambitious deliverable target.
- Led teams of Analysts and external QA teams of cross-functional disciplines in globally distributed AAA project
- Implemented dozens of fixes and features to enhance the quality of the game as an embedded design analyst with Level Design.
- Created, maintained, and executed dozens of Test Cases and Tasks using Excel, Testrail, and JIRA.
- Created dozens of dashboards and Testrails to monitor progress of features and prioritize any bug callouts.

Quality Analyst I || Sledgehammer Games ||Call of Duty: Vanguard (2021)   **August 2020 to January 2022**

- Identified, investigated, regressed, and communicated hundreds of issues/defects effectively and efficiently in JIRA.
- Coordinated with External QA on investigating features and callouts to ensure quality of content for players.
- Produced multiple sources of documentation in Confluence for all departments to reference and ensure common understanding of project scope and objectives for development.
- Investigated all levels in an ambitious deliverable target to ensure high quality for final product.

Environment Artist/Designer ||Top Floor Studios|| Lift   **October 2019 to July 2020**

- Enhanced emotional response through incorporation of mood lighting utilizing baked and real-time lighting.
- Prioritized art task management based on player feedback during playtesting.
- Polished VFX to improve clarity of important gameplay functionality.

Producer|| Meet Me in the Garden || **January 2018 to June 2018**

- Collaborated with five teammates to develop polished cooperative puzzle game in five weeks for players to connect and share experiences by the end of the game.
- Promoted and updated task tracking and feedback to facilitate process that led to increased production and morale.
- Presented and playtested the game for hundreds of people at E3 2019, ranging from attendees to reporters.

Experience

Instructor || Internal Drive Tech || **June 2018 to August 2018**

- Over the course of a week, taught level design and C++ coding in Unreal Engine to groups of ten students in 5 days. Lessons ranged from level progression to multiplayer design as they built fully functional map-based levels by the end of the week.
- Gave feedback to students so they could learn and improve projects by the end of the week.

President/Design Lead || Design and Arts Collaboration || **June 2018 to June 2019**

- Led weekly meetings to help run and assist in game development teams and to teach and discuss various elements of design, such as Scope and Puzzle Design.
- Organized and managed the 4th largest Global Game Jam in the west in 2019 with over 250 attendees.