

# NOLAN DOST

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With a versatile background in project management & a passion for gaming, I bring a knack for detail & effective collaboration to excel in your team where I will do my best to ensure timely & high-quality project delivery.

## PROFESSIONAL EXPERIENCE

Stryker | Redmond, WA

Dec 2022 - Present

### Quality Assurance Technician

- Spearheaded the meticulous archiving, naming, & permissions management of quality documentation for FOD/ESD sensitive class 3 medical devices using QAD & QMIS.
- Active member of the Social Innovation Exchange group, contributing to the support of new product development projects, demonstrating collaborative skills essential for cross-functional teamwork.
- Implemented 6S organizational standards & engineering requirements while organizing an inventory of defective wire harnesses, PCBA items, & industrial plastics, underscoring a commitment to quality & adherence to industry standards.
- Conducted tests on production-viable materials, including plastic units, electronic assemblies, & batteries, utilizing lab-calibrated tools, controlled quality procedures, & cross-functional feedback systems to ensure product excellence.
- Managed project timelines through interdisciplinary communication & collaboration over Sharepoint project boards.

KForce Inc. | Redmond, WA

Apr 2021 – Sep 2022

### Senior Playtest Coordinator

- Effectively managed digital assets for the Forge team, local & international level design teams, & technical & artistic campaign development teams which showcased organization & coordination skills.
- Orchestrated hybrid playtests with precision, ensuring correct setups for all participants, aligned network settings, account details set up as needed, & appropriate hardware for all levels of intended graphical performance.
- Streamlined & organized Sharepoint permissions for playtest reports
- Proactively addressed & resolved issues impacting playtests by utilizing my problem-solving skills.

BrickRed Systems | Bellevue, WA

Oct 2020 - Apr 2021

### Certification Tester

- Conducted detailed assessments of software integrity for Xbox & Windows game store titles, showcasing a strong analytical mindset & attention to detail.
- Authored, named, & archived documentation regarding asset quality for game software test reports, emphasizing effective documentation practices.
- Verified game asset functionality & quality through the execution of ad-hoc testing procedures, demonstrating a commitment to ensuring product excellence.

Activision Blizzard | Santa Monica, CA

Jun 2018 - Aug 2018

### IT Marketing Technologies Intern (Summer Internship)

- Developed wireframe assets & UI animations for Call of Duty: Black Ops 4 & Call of Duty Mobile Experience.
- Managed permissions for assets using Git, adhering to studio standards for naming & archiving, underscoring a commitment to organizational best practices.
- Collaborated with cross-functional teams to meet performance needs with engineering feasibility, highlighting the ability to work seamlessly with diverse teams & disciplines.

## EDUCATION

DigiPen Institute of Technology | Redmond, WA

- BA: Game Design

## SKILLS

Project Management | Detail-Oriented Workflow | Sharepoint | Microsoft Excel | Microsoft Power BI | Project Coordination | Cross-disciplinary teamwork | Asset Organization | Financial Proposals | Hammer SDK | Unreal Engine 3, 4, 5 | Unity | Perforce | AutoCAD | Xbox GDK | Autodesk Maya | C | C++ | C#