

Stephen Maher

WORK EXPERIENCE:

10/2010 – 07/2011

Nintendo of America

Redmond, WA

Associate Product Tester

- Worked in Nintendo Lotcheck, performing standards compliance testing
- Performed black-box and gray-box testing to ensure compliance with programming and safety guidelines
- Tested code changes to both software and system firmware with functional, non-functional, and regression testing
- Authored bug reports which were sent directly to software developers
- Tested software backup memory to ensure proper handling of corrupt data
- Tested software's use of wireless functionality on proprietary hardware
- Proofread developer documentation for accuracy
- Trained new employees on proper and efficient testing methods

06/2007 – 08/2007

GE Reinsurance Division

Indianapolis, IN

Summer Intern

- Categorized and reorganized large quantities of vital documents to greatly improve retrieval time and overall productivity
- Exceeded work expectations on a daily basis

10/2006 – 12/2006

Circuit City

Bellevue, WA

Product Sales Technician

- Organized and maintained products during the periods of heavy volume
- Engaged customers in open-ended dialog to discover their needs and recommend personalized solutions

EDUCATION:

01/2007 – 08/2010

Purdue University

West Lafayette, IN

- B.S. in Computer Graphics Technology completed, graduated with distinction
- Minor in Computer Information Technology completed
- Worked on a semester-long game design project as the Lead Artist, creating various concept art and in-game assets and seeing the project through to completion on time
- Worked on a semester-long product-design project as the Lead Artist, creating the full web interface as well as marketing assets. The project was completed on time and presented to an audience of professors and industry professionals

08/2005 – 08/2006

DigiPen Institute of Technology

Redmond, WA

08/2003 – 05/2005

Indiana Academy

Muncie, IN

- Graduated with Honors

TECHNICAL SKILLS:

- Eight years of experience using Adobe Photoshop for drawing and photo editing
- Three years of experience creating Flash animations using Flash MX 2004 and Flash CS3
- Experience using Maya 2008 – 2010 to create 3D models and environments from scratch
- Knowledge of Adobe software, including Illustrator, After Effects, and InDesign
- Knowledge of MS Word, Excel, Outlook, and PowerPoint