***Darren Gilkes***

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**Design Portfolio:** <http://darrengilkesportfolio.weebly.com>

**Qualifications**

* Extensive experience with various QA testing tools (Browser stack, Litmus, Charles Proxy etc)
* Experience utilizing revision control tools (TortoiseHg-Mercurial, Jenkins) programs, and bug/issue tracking software (Jira, Fogbugz, Trello)
* Fundamental knowledge of scripting language (JavaScript) and experience utilizing scripting programs like Microsoft Visual Studios and Mono Developer
* Proficient in vector graphic editor program such as Inkscape and bitmap editing programs such as Gimp

**Education**

***Full Sail University*** - February 2013 Winters Park Fl

*Bachelor of Science in Game Design*

**Work Experience**

***Kognito Solutions LLC*** *Quality Assurance Lead*

*November 2016 – Present*

Task with managing testing for multiple online game simulations centered around training healthcare professionals and school personal to communicate more efficiently with patients and students. Ensuring that simulation performance across multiple platforms (WebGL, Desktop and Mobile) were consistently stabile for optimize user experience.

***Tenthwave Digital LLC*** *Associate QA Engineer*

*January 2015 – February 2016*

Task with testing multiple digital ad campaign, website rebuilds, and E-blast/newsletters across all currently popular web browsers (Chrome, Firefox, Safari, and IE) and email clients (Outlook, Apple Mail, Gmail, Yahoo, etc). Duties also entail testing stability of mobile apps and websites on most recent Android and iOS platforms and devices.

***Potion Design*** *Quality Assurance Tester*

*September 2014- December 2014*

Contractor at Potion Design assigned to testing all mobile apps released primarily on iOS devices for defects and bugs. Usually paired up with either app developer or project manager to verify and check that clients outsourced QA team bug reports sync up with our own reports to definitively acknowledge and eliminate bugs and defects efficiently.