

Dickson Chiu

Over the past couple years, I have been employed at Verisys as a Quality Assurance Tester. Currently, I am enrolled as a graduate student in the Academy of Art University. My goal after graduation is to seek a career in Web Development or Design. I am currently taking classes that will support my future objective. Building content-driven and user-friendly websites is a passion of mine, and I am confident that I would be an excellent addition to your company.

1878 West 8740 South
West Jordan, UT 84088
(801) 865-0173
dickson.chiu8@gmail.com
www.dchiu.com

EXPERIENCE

Verisys Corporation, South Jordan, UT — QA Tester

July 2016 - PRESENT

I have worked in several departments at Verisys, but my current position is a software tester for the Engineering Department.

Duties:

- Perform different methodologies of testing such as black box testing, white box testing, load testing, etc. on User Interface pages or on the API.
- Responsible for creating and maintaining automated test cases (1000+ test cases) that use the Verisys CheckMedic API.
- Ability to find different level severity bugs that impact customers and other users and reporting these bugs on tools like Jira or Azure
- Responsible for teaching and training new hires on their daily tasks as well as answering their questions.

Skills: Postman API · API Testing · REST APIs · Swagger API · Katalon Studio · Usability Testing · UI Testing

Pinky Up Games, Salt Lake City, UT — Project Lead, Level Designer

August 2014 - April 2018

Duties:

- Interacted with a team of designers, artists, and programmers.
- Designed video games levels that promoted the mechanics and purpose of the game.
- Provided feedback on the work of team members and assisted them with the current workload.
- Analyzed feedback of different users to improve on level design and the overall game.

Sportz Filmz, Sandy, UT — Web Developer

July 2014 - October 2014

Duties:

- Ongoing design and maintenance for website www.sfan.tv
- Created a sport team search engine that enhanced the user experience of

AWARDS and ACCOLADES

Technical Certifications for HTML, CSS, Javascript, jQuery, PHP, MySQL

3.85 GPA maintained through graduate degree.

3.4 GPA maintained through undergraduate degree.

UDEMY Certificate - *Build Responsive Real World Websites with HTML5 and CSS3* - Jonas Schemdtmann

UDEMY Certificate - *The Complete Web Developer Course 2.0* - Rob Percival

UDEMY Certificate - *Ultimate Web Designer & Developer Course* - Brad Hussey

PROFESSIONAL SKILLS

PC and MAC OS literate.

Front-End Technical Languages - HTML5, CSS3, Javascript, jQuery

Back-End Technical Languages - PHP, MySQL, Python

Frameworks - Bootstrap

the website

- Liaising closely with Development team at the design stage.
- Tested website for functionality across different browsers and different resolutions.

EDUCATION

Academy of Art University, San Francisco, CA — Master of Arts in Interaction and UI/UX Design

September 2018 - Current (Current GPA: 3.91, Expected Graduation: Fall 2022)

Notable Courses:

Fall 2018 - Tech 1: Front-End

Fall 2018 - Visual Design & Typography 1

Spring 2019 - User Experience Design

Summer 2019 - Tech 2: Back-End

Fall 2019 - Digital Graphics

Summer 2020 - Motion Graphics and Video

Fall 2020 - Advanced Tech: CMS

Spring 2021 - User Experience: Human Centered Design

Spring 2022 - Advanced Tech: Mobile Web

www.udemy.com, online web development coursework — Continuously Learning

March 2016 - July 2018

Notable Courses:

Fall 2017 - *Ultimate Web Designer & Developer Course: Build 23 Projects* - Brad Hussey

Spring 2017 - *Build Responsive Real World Websites with HTML5 and CSS3* - Jonas Schmedtmann

Fall 2016 - *The Complete Web Developer Course 2.0* - Rob Percival

University of Utah, SLC, UT — Bachelor of Arts in Film and Media Arts

August 2010 - May 2016

Notable Courses:

Spring 2015 - EAE 4510 Senior Project II

Fall 2014 - EAE 4500 Senior Project I

Spring 2014 - CS 5530 Database Systems

Spring 2014 - FILM 3720 Alternate Game Development

Fall 2013 - FILM 3710 Traditional Game Development

Spring 2013 - CS 3505 Software Practice II

Spring 2013 - CS 3660 Interactive Machinima

Spoken Languages - English, Cantonese Chinese (conversational), French (conversational)

Applications - Microsoft Word, Microsoft Excel, Google Docs, Gmail, Google Chrome, Brackets, Illustrator 2018, Photoshop 2018, inVision

PERSONAL SKILLS

Attention to Detail

Works Well in Teams

Responsible

Open-minded

Diligent

Respectful

Spring 2013 - FILM 3500 Film Production I
Fall 2012 - CS 3500 Software Practice I
Fall 2012 - CS 3650 3D Modeling for VG&M
Spring 2012 - CS 2420 Intro Algorithms & Data Structures
Fall 2011 - CS 1410 Object Oriented Programming
Fall 2011 - FILM 2700 Intro to Video Games
Spring 2010 - CS 1400 Introduction to CS

PROJECTS

www.dchiu.com — *Personal Website*

- This is my personal website that showcases my past projects and applications and what I am continuing to work on.
- The website's design and development were all done by me.
- Technologies Used: HTML5, CSS3, PHP, Javascript, jQuery, Bootstrap

www.goldentreecafe.com — *Restaurant Website*

- This website was coded for my family's restaurant, Golden Tree Cafe.
- The website's design and development were all done by me.
- Technologies Used: HTML5, CSS3, Javascript, jQuery, Bootstrap, Google Maps API

A Divided Light — *Video Game (Spring 2015)*

- A Divided Light* is a video game designed by a team of artists, designers, and programmers from Pinky Up Games.
 - I was responsible for designing video game levels that promoted the mechanics and purpose of the game. I also analyzed feedback from others who played the game to help future level designs.
 - As a project lead, I provided feedback on the work of team members to ensure it matched the vision of the game.
- Technologies Used: Unity, C#

Presidential Rumble — *Video Game (Spring 2014)*

- Presidential Rumble* is a video game designed by myself and a group of artists and programmers from the University of Utah.
 - I was responsible for quality assurance and finding any potential computer bugs or glitches that may bring a bad user experience to future players.
 - I also assisted in small programming assignments that included timers for in-game events.
- Technologies Used: Unity, C#

Deep Sea Hunter — Video Game (Fall 2013)

-*Deep Sea Hunter* is a video game designed by myself and two other students from the University of Utah.

-I was responsible for the initial designing stage of the game. This included designing video game levels and the User Interface.

-I also assisted in providing the in-game music to make sure it matched the tone of the game.

-Technologies Used: GameMaker