

William Piatnitzza

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Motivated and team oriented individual with experience in AAA & Indie game development and IT. Looking to take on new roles and challenges whilst contributing diverse knowledge and experience to a team.

EXPERIENCE

Funcom Inc., Durham, NC - Dev QA Tester II

September 2020 - September 2025

A motivated and disciplined embedded analyst on multiple feature teams. Took on quality assurance development analysis for large updates and features.

Epic Games, Cary, NC - QA Tester

July 2017 - February 2019

QA Tester that conducted comprehensive manual testing on PC, Switch, XBOX, Playstation, MAC, iOS, Android.

HCL America, Cary, NC - Technical Support Analyst

May 2017 - July 2017

Served as the initial point of contact for all technical requests received over the phone. Responsible for Installing, configuring, maintaining and verifying the functionality of hardware and software components while working to SLA thresholds, averaging a 97% resolved incidence rate.

EDUCATION

CompTIA A+ Certification

PROJECTS

Dune: Awakening

Conan: Exiles

Fortnite: Battle Royale

Fortnite: Save the World

Paragon

SKILLS

Test Case Writing / Execution
Documentation Writing
Analytics Testing
Regression Testing
Localization Testing
Smoke Testing
Grey-Box Testing
Black-Box Testing
Ad-hoc Testing
Functionality Testing
Playtesting

AWARDS

Chosen to support Razer at CES Las Vegas in January 2025 to showcase Dune: Awakening to high level industry professionals and the public.

This included installing, configuring and testing builds and local servers on Razer equipment prior to and on exhibition day(s) to assure perfect performance and stability both client side and server side.

LANGUAGES

English (Fluent/Native)

Ukrainian (Beginner)

Spanish (Beginner)

