



very very spaceship

vspaceship.website

twitter.com/vspaceship

very very spaceship is a motley crew of spacefaring game designers, engineers and artists from the Pacific Northwest and beyond. For the past three years, under the leadership of founder Sean Vesce (Never Alone, Tomb Raider Series, Mechwarrior Series), the crew at VVS regularly support a range of highly novel R&D projects with partners like Niantic Labs, Microsoft, and Google ATAP. We are a tight knit group of makers developing shared experiences with audiences that are played in the physical world. Currently, we are the primary developer of [Transformers: Heavy Metal](#), a new flagship AR experience being funded and published by Niantic Labs (makers of Pokemon Go).

Qualified candidates can apply by emailing, crew@vspaceship.email with cover letter (tell us a story about you), resume (show your work history).

Role Description: Dev QA Lead

As the Development QA Lead, you will be responsible for executing a long-term Quality Assurance Plan as you work onsite (*hybrid/COVID working remote as well) in Seattle, Washington, in tandem with a 30+ person game development studio on a AAA mobile game project. You will be the first to review initial builds of our mobile game and coordinate with a Publishing QA team to validate the quality of any given build and report the build's status to the team at large. You'll be aware of all the existing features in the game, their functionality, interoperability, usability, fun factor, aesthetic, and deliver high caliber qualitative and quantitative feedback to our design and engineering teams in our quest to deliver the highest quality experience to our players.

This position is a Lead level and part of the core development team, with significant authority to influence the product's direction.

About You:

- ★ You love collaborating with others; they should also love collaborating with you.
- ★ You believe data-driven decision making is the norm.

- ★ You have a quality first mindset and help build a strong culture of testing and continuous improvement.
- ★ You have a maker mentality and desire to grow and develop new skills.
- ★ You hold deep technical curiosity.

Responsibilities:

- ★ Serves as the primary point of contact between all external test partners and the core development team
- ★ Informs and escalates critical issues, roadblocks, bottlenecks to stakeholders
- ★ Sends End of Day Reports detailing project status, feature status, scope of testing, and issues of the day
- ★ Maintains an ongoing QA Test Plan
- ★ Anticipates skill gaps and organizational needs for team and associated projects
- ★ Reviews incoming and outgoing Bug reports for duplicates, clarity
- ★ Prioritizes Incoming Bugs
- ★ Escalates/removes any blockers for testers
- ★ Attends feature/schedule meetings and distributes appropriate info to the test team
- ★ Creates Test Suites/Test Cases based on design documentation/actual product
- ★ Create strategies for testing
- ★ Reviews and edits Test Suites/Test Cases
- ★ Performs duties of tester as needed

Minimum Qualifications:

- ★ 3 years+ experience working in a Senior, Principal or Lead QA position within a games development studio or comparable environment
- ★ Strong experience directly interacting with other studio leads and external partners
- ★ Strong experience with common test tooling, for example; JIRA, Hansoft, TestRail, Gamebench
- ★ 2 year + experience of Live Ops game development model
- ★ Experience with Test Planning, scheduling, estimation workload, and vendor support requirements
- ★ Test Suite, Test Case creation and execution
- ★ Establishing, assessing and continually improving QA processes
- ★ Strong analytical and quantitative skills
- ★ Technically oriented
- ★ Ability to work well in a fluid, changing environment as creative challenges evolve
- ★ Excellent communication, listening and presentation skills
- ★ Able to work gracefully under pressure
- ★ Self-motivated, determined, and passionate about making video games
- ★ An eye for quality, getting things done and making things better

Desirable Experience & Skills

- ★ Experience with JIRA as a task tracking and defect creation tool

- ★ Experience as Jira Admin, creating flows, rules, and search queries in JQL
- ★ Experience with Gamebench as an automation tool
- ★ Experience with networking and performance tools e.g. Charles Tool
- ★ ISTQB series, management, Agile, Lean, or similar certifications/training
- ★ Ability to read script, data, and/or code e.g SQL, Gsheets, Excel, debug logs
- ★ Experience with Crashlytics, Periscope, Firebase, SensorTower or similar telemetry tools
- ★ Experience with Version control tools ie. Git Jenkins
- ★ Experience with iOS/Android Submissions

Location:

- ★ We currently operate in a hybrid work environment at this time, so remote work is possible but you must live (or relocate to) the Puget Sound area. Our studio space is in the Fremont neighborhood of Seattle.

Our Values:

- ★ It starts with creating fun, intuitive and novel game mechanics
- ★ We judge our work based on how it plays, not how good the specs read
- ★ We prototype more and pontificate less
- ★ Everyone at VVS is a jack-of-all-trades
- ★ Everyone is expected to roll up their sleeves and get messy
- ★ We actively listen to our peers regardless of discipline or level of experience
- ★ We stay positive, especially when we find ourselves in a jam
- ★ Above all, we follow a principle of *“Core before More™”*

very very spaceship is proud to be an equal opportunity workplace committed to a diverse workforce. We do not discriminate based on age, ancestry, color, gender identity or expression, genetic information, marital status, medical condition, national origin, physical or mental disability, political affiliation, protected veteran status, race, religion, sexual orientation, or any other trait that makes you, you. The more inclusive we are, the better our work is.