



***very very spaceship***  
***[vvspaceship.website](http://vvspaceship.website)***

**very very spaceship** is a motley crew of space faring game designers, engineers and artists from the Pacific Northwest and beyond. For the past three years, under the leadership of BAFTA winning founder Sean Vesce (Never Alone, Tomb Raider Series, Mechwarrior Series), we have been solving the problems of the unknown for incredible partners like Google, Niantic Labs, Microsoft, and others. We are a tight knit group of makers thriving in our undiscovered future, making shared game experiences with AR, VR, Geolocation, Live Streaming and more. For the last few years we have been working with Niantic Labs on Transformers: Heavy Metal. In addition to our client work, we try to make time for our side projects like the [VVS Peregrine](#), and our various [itch.io goof games](#)

**very very spaceship** is now recruiting for a diverse expansion to our crew to support upcoming missions. We are searching the galaxy for a QA Tester. Qualified candidates are energetic self starters, adept at managing several technical projects at once and handling an evolving schedule of tasks. Candidates are inclusive by nature and naturally motivated to support others to achieve beyond their own expectations.

*Qualified candidates can apply by emailing, [crew@vvspaceship.email](mailto:crew@vvspaceship.email) with cover letter (tell us a story about you), resume (show your work history).*



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## **Role Description: QA Tester**

As a QA Tester, you will be responsible for executing a long-term Quality Assurance Plan with the QA Lead as you work in tandem within an indie game development studio on a AAA mobile game project. You will be helping shape exciting multiplayer features and coordinate with the QA Lead to validate the quality of any given build. 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 team in our quest to deliver the best experience to our players.

### **Responsibilities:**

- ★ Perform duties of functional testing
- ★ Report all new issues in JIRA database
- ★ Regression of issues and development tasks
- ★ Execute test cases in test plan
- ★ Coordinate multiplayer testing with QA Lead
- ★ Understand game systems through design and tech documentation
- ★ Manage assigned devices and loading new builds
- ★ Informs QA Lead of critical issues, roadblocks, bottlenecks

### **Minimum Qualifications:**

- ★ 1 year + experience working in a QA position within a game development studio
- ★ Ability to stand and walk for short periods of time
- ★ Experience with common test tooling, for example; JIRA, Hansoft, TestRail, Gamebench
- ★ Experience completing test passes
- ★ 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
- ★ 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
- ★ 6 months + experience of Live Ops game development model, in mobile or console games
- ★ Experience testing multiplayer networking
- ★ Experience with networking and performance tools e.g. Charles Tool
- ★ Experience with iOS/Android Submissions

- ★ Experience with top mobile games

**Location:**

- ★ We are 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.