AMOS WILKSCH
QUALITY ASSURANCE & PRODUCER

amoswilksch@gmail.com
Naarm (Melbourne), Australia
He/Him

PORTFOLIO

Torque Drift 2 (PC Early Access, 2023) | Grease Monkey Games | Website
Mid Quality Assurance Tester

Torque Drift (PC, Android, iOS, LiveOps) | Grease Monkey Games | Website
Mid Quality Assurance Tester & Tutorial Designer

Espire 2 (Meta Quest 2, 2022) | Digital Lode | Meta Quest Store
Quality Assurance Tester & Community Content Manager

Espire 1 (Meta Quest, PCVR, PSVR, 2019) | Digital Lode | Website
Quality Assurance Tester

Grip (PC, 2020) | Student Cornerstone Project | Website
Project Manager, Game Design, Narrative Design, Sound Design, Graphic Design, Lighting Artist and Cinematic Editor.

EXPERIENCE

Grease Monkey Games (June 2023 - Current)
Quality Assurance Tester

Digital Lode (Jan 2022 - May 2023)
Quality Assurance Tester & Community Content Manager

Wicked Witch Software (2018 - 2019)
Quality Assurance Intern on AFL Evolution 2

SKILLS

- Multi-Discipline Collaboration
- Prioritise & Triage Tickets
- Team Communication
- Running Meetings
- Build Release Management
- Documentation
- Creating Test Plans

SOFTWARE PROFICIENCIES

- Unreal Engine
- JIRA & Confluence
- Linear
- Notion
- Perforce
- Figma
- Google Suite
- Adobe Suite

NON-GAMES CAREER EXPERIENCE

Hothouse Theatre

Actor, Content Creator, Drama Teacher (2013 - 2019)

EDUCATION

Academy of Information Technology, Melbourne

Bachelor of Interactive Media, focus on Game Design, Valedictorian (2019)

Victoria University, Melbourne

Certificate IV of Interactive Digital Media (2015)

REFERENCES

Simon Healey

Lead Producer | Grease Monkey Games

mrsimonhealey@gmail.com

Matthew Heales

Senior Producer | Lumi Interactive

matthewheales@gmail.com

Tyson Butler-Boschma

Creative Director & Founder | Toybox Games

Senior Lighting Artist | Grease Monkey Games

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