Amanda Hammack

Germantown, Maryland
240-370-9516, amandajhammack@yahoo.com
amandajhammack.wixsite.com/portfolio

EXPERIENCE

ZeniMax Media Inc., Rockville, MD
Quality Assurance Tester, Oct 2022 – Sept 2025

Portfolio of games includes Redfall, Indiana Jones and the Great Circle, Wolfenstein New Order, The Evil Within, Doom I & II, Fallout 4, and Elder Scrolls Oblivion.

Conducted test requests and identified issues with emphasis on:

- Entering game issues per department standards
- Testing and verifying bug fixes
- Feedback and suggestions
- Editing walkthroughs and test passes
- Recording issues with specs and analytics
- Release Day forum patrol

Freelance, Gaithersburg, MD
Graphic and Mixed Media Artist, Apr 2018 – Oct 2022

Provided graphic support to various companies and individuals, including:

- 2D and 3D illustrations and environments
- Customer interviews and process updates
- Connecting customers to local graphic-related resources for customers

Intelligent Automation Inc., Montgomery County, MD
Graphic Artist, Oct 2015 – Apr 2018

In coordination with other team members, provided the following graphic design services:

- 2D animations and illustrations
- Optimizing digital artwork
- 3D models and environments
- UI Design and illustration
- Bug testing and dialogue editing
- Research-backed science graphics

EDUCATION

University of Baltimore, Gaithersburg, MD
Bachelor's Degree in Computer Science, Dec 2014

- Game engines, 3D modeling, texture mapping, and programming languages as part of the Simulation and Digital Entertainment program.
- Level design, learning principles, and the business of game design.

Montgomery College, Rockville, MD
Associate of Arts Degree, May 2011

- Completed courses in graphic design, game design, and website development

SKILLS & SOFTWARE

- Adobe Suite, Paint Tool Sai
- 3DS Max, Maya, and Mudbox
- Unity, GECK, Twine, Scratch, GameMaker
- Microsoft Suite, JIRA, GIT, Hansoft
- Hermes, Target Manager, Visual Studio, Testrail
- Oneshot, OBS Studio
- Accessibility testing
- Peripheral macro programming

AWARDS AND HONORS

Graphic Artist for a finalist game in the Serious Games Showcase & Challenge at the Interservice/Industry Training, Simulation and Education Conference (I/ITSEC).