# Chase Pilon

Indie Game Developer, Automation Engineer, & Experienced QA Leader

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## EXPERIENCE

### Ohima! Games, Philadelphia Area — *CEO/All-the-things*

15 years

Ohima! Has been a long term learning process in leadership, business, marketing, development, and the importance of failure. "Fall down 7 times, get back up 8" is my quiet drive behind Ohima!. Our 1st commercial release is well under way. 2023 proved to be a big year as we partnered with a design team that helped propel efforts on our game forward significantly. Also added our 1st employee!

### Malice Games, Wilmington, DE — *Unity Developer*

1 yr

While I have been focused as a Gameplay Developer for the Malice team, I contribute across the board as needed. I've worked on everything from visual effects, database work, new sub-systems, implementing new enemies & attack types, testing, to implementing an affiliate partner API to integrate their devices into our game.

### Irth Solutions, Columbus, OH — *QA Manager*

Over 1 year

I filled the void of QA Manager for Irth Solutions, bolstering the team by hiring solid candidates while strategizing with new initiatives breaching the horizon. We have had several releases with production bugs in the single digits as well as 2 solid mobile releases for our customers. Automation coverage has increased by 10% in the past year.

### FreedomPay, Philadelphia Area — *Senior Automation Engineer & QA Manager*

3 yrs

I joined the Freeway team to help convert old test scripts to their Quality Suite system for several months before moving into a junior developer role. Eventually I was moved to the Switch team as a kind of special forces task force, tackling critical projects/directives that help maintain product stability & preemptively address potential pitfalls. Eventually I was promoted to QA Manager on the Web team while supporting QA efforts on the Freeway team.

## PROFILE

As an experienced automation engineer & indie game developer, I am looking to make a transition into full time game development either as a developer or game designer. I got into computer science with the desire to create games. The passion has been burning deep within for 20+ years. It's time to take my big picture, quality focused mindset and apply it to game development!

## PORTFOLIO LINKS

Portfolio
Near Site on Steam
itch.io
Twitter
Ohima! Games

## AWARDS

Neon Night Lights, 2nd Place Submission – Admix Spring Game Jam, April 2022

Ret:Roller 443, 255th Place Submission – Brackey's Jam 2020.2, August 2020

Team Pillar Award for efforts to streamline substitute teacher certification for MODESE in Missouri – Frontline Education, November 2020

## CERTIFICATIONS

Unity Junior Programmer – Unity Technologies
VR Development (In Progress) – Unity Technologies

### Snapyr, Philadelphia Area — *QA Lead, Unity Developer*

1.5 years

I single handedly developed mobile test apps in Unity and integrated them with Snapyr's SDK in order to develop a robust automated testing system using Appium & Java. I also established the QA department, policies, automated testing system using Cypress & Typescript, scaled the QA team, and ensured the highest degree of quality possible in order to make our launch deadline. The application is currently in beta and already processing millions of events from clients in order to re-engage mobile gamers via Email, SMS, and Push Notifications.

### Frontline Education, Malvern, PA — *Senior Software Engineer*

Over 4 years

I worked with a small team in order to develop a unified automation framework with the goal of unifying the testing approach of QA teams across the organization. This involved training analysts how to code as well as engineers unfamiliar with C#. New companies acquired by Frontline use our framework and policies to onboard new QA teams to this day. Also transitioned to a full time software engineer where I worked closely with MODESE in order to streamline substitute teacher certification after the pandemic affected in-person certification in 2020. As a result, our team won an in-house award for the effort.

### WineAccess, Ardmore, PA — Software Test Engineer & Release Manager

Just over 1 yr

Established the QA department, policies, automation infrastructure using Selenium & Python/Django, release processes/scheduling, and managed a distributed team of engineers. Good times were had by all.

### AWeber Communications, Chalfont, PA — *QA Automation Engineer*

2 yrs

My first time establishing a QA department by creating & implementing policies, automation using Selenium Webdriver with Python bindings, and working with various teams to develop proper test environments. Using Postgres, Puppet-Vagrant, and Jenkins I was able to create on-demand environments for testing. Also, being the solo QA in the company, I trained co-workers across 9 different scrum teams on QA best practices in order to increase organization wide quality.

### MeetMe.com, New Hope, PA — *Senior QA Analyst*

3.5 yrs

I managed various small QA teams in order to ensure bug free, high quality feature releases. I also researched and developed automation

architecture, test scripts, and processes using Selenium RC with PHP bindings.  One of the highlight accomplishments of this endeavor was having two separate terminals communicate and test a live web based game of Connect Four using MeetMe's LIVE service.

**GSI Commerce (now Radial Inc),** King of Prussia, PA —
*Senior Production Support Analyst*

2 yrs

I facilitated & maintained priority communication across teams overnight in order to ensure 100% uptime of all web stores.  I maintained documentation and kept the day team up to date on current priorities. When necessary I updated the web stores.  When the Phillies won the 2008 World Cup, I was the sole guy that made sure all MLB stores were updated with the proper merchandise the minute they won.

**EDUCATION**

**Penn State University Capital College,** Harrisburg, PA — B.S. Computer Science