

Leo Lo

(Lo Tsz Chun)

//Software QA, Game Developer

Job Experience

QA Engineer | Lane Crawford

September 2021 - May 2022

Hong Kong

Automation and manual testing

I am in charge of building the automation testing for the high end fashion retailer's POS and the E-store website. Other responsibilities include writing test cases and manual testing to support releases.

QA Officer (Automation) | Green Tomato

February 2021 - September 2021

Hong Kong

Automation for Hang Seng mobile app

Primarily worked on-site at Hang Seng bank. I wrote automation testing scripts in Java for Hang Seng's e-banking app. The project employed agile development and BDD. Primarily focused on the insurance portion of the app.

Software Tester | Epic Games

October 2019 - July 2020

Cary, North Carolina, USA

Under Eastridge Workforce Solutions

I was a member of the QA team for Unreal Engine. Involved primarily in manual testing through running test cases. Also involved in various Ad Hoc and performance testing.

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Phone : +1 437 990 5804
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Skills

Programming Language

Java

C#

Software

Source Control : Github, Perforce

Project Management : Jira

IDE : IntelliJ, Visual Studio

Testing Tools : Appium, Selenium

3D Modeling : Maya

2D Graphics : Photoshop | Gimp

Microsoft Office Suite

Game Engine

Unreal Engine 4 & 5

Unity

Platforms

Windows 10 | Ubuntu | Mac OS

Android | iOS

Stadia | Switch | PlayStation | Xbox

General

Quality Assurance | Agile Development

Language

English | Cantonese

Education

Savannah College of Art and Design

Savannah, GA, United States

Bachelor of Fine Arts, Game Development

Graduated on May, 2019