

DAMON TABB
zamond@damontabb.com
(917) 442-6895

- <https://www.damontabb.com>
- <https://www.linkedin.com/in/damontabb>

4445 Post Rd., Apt 3D
Riverdale, NY
10471

- ✓ **QA professional with 20 years' experience in gaming, education, and healthcare**
- ✓ **Experienced in conducting and leading QA efforts through all relevant stages of product development**
- ✓ **Draws upon wealth of usability testing insight to champion and enhance end-user experience**

QUALITY ASSURANCE

2017-2025: FCB Health (an IPG Company): Senior Software Quality Assurance Analyst

- Led end-to-end QA efforts on multiple pharmaceutical brands for multiple clients.
- Participated in Agile ceremonies including sprint planning, daily standups, and retrospectives as the primary QA representative for all QA matters pertaining to assigned brands.
- Authored QA documentation, to include test plans, use case documents, and end-to-end test grids.
- Wrote clear, detailed defect reports, including reproduction steps, impact analysis, and supporting documentation to accelerate resolution.
- Developed comprehensive test cases covering positive, negative, and edge-case scenarios based on user stories and acceptance criteria, as well as wireframes, site maps, functional specs, and BRDs.
- Performed regression testing across versions to ensure stability of existing functionality following release updates.
- Leveraged QA experience by working closely with project managers and developers to help identify areas of risk and potential user pain points early during the product development life cycle.
- Conducted limited WCAG testing using tools such as WAVE and ARC Toolkit.
- Incorporated other general testing tools to include Browserstack, EmailOnAcid, and Litmus.

2014-2016: Hispanic Information and Telecommunications Network (HITN): Software QA Lead

- Provided day-to-day management and long-term planning of all testing for a suite of 21 educational apps, called PlaySets, and developed and implemented company's testing strategy as it related to these PlaySets.
- Authored test requirements documentation, including process manuals, test plans, use cases, and test scripts.
- Managed and participated in black box testing of product, to include regression, functional, usability, compatibility, integration, and release testing.
- Supported User Acceptance Testing by collaborating with business stakeholders, tracking test progress, and facilitating defect resolution.
- Tested product against corresponding GDDs and other supporting documentation, as applicable.
- Maintained lines of communication with Europe-based software development studio on all QA matters.
- Held weekly and as-needed bug triage meetings to escalate/deescalate issues.
- Established and managed relationship with 3rd party testing facilities, and prepared all required 3rd party functional and configuration testing documentation.

ADDITIONAL QA AND QA-RELATED EXPERIENCE

2010-2011: Playrific: QA Lead

2008-2009: Zeemote: QA Lead

2007-2008: SciMedMedia: QA Lead/Manager

2002-2003: Fisher Price: QA Lead

1995-1997: Acclaim Ent.: QA Tester/Analyst

1988-1989: **Nintendo of America: Game Counselor

Responsibilities (varied by employer):

- Participated in product kickoff and design meetings to advocate for quality and usability throughout development.

- Led and participated in testing of product, including smoke, workflow, regression, compatibility/configuration, usability, and acceptance testing.
- Organized and led focus group and end-user testing; presented findings to team.
- Managed internal and 3rd party configuration testing.
- Participated in new hire selection, training, and mentoring.
- Managed and customized project bug databases, to include Jira, Mantis, Bugzilla, Fogbugz, Redmine.
- **Nintendo only: Assisted callers with a variety of gameplay related questions.

DEVELOPING SKILLS: Playwright and Cypress test automation frameworks, JavaScript.

INTERACTIVE DESIGN

Published, award-winning tabletop game designer:

2012-Present: Planet Mirth Creations (formerly Creative Foundry Games): Owner, Inventor

- Designed and self-published *KerFlip!*, a multi-award winning word game.
- Worked with established publishers to bring two other games to market, *Pickle Letter* and *Monkey In The Middle*.

Instructional and Simulation Designer:

2005-2017: Kognito Solutions

- Designed and authored series of award-winning game-based role-play training simulations, focused on building player knowledge, empathy, and competence in the fields of mental health and job performance.
- Worked closely with SMEs and key stakeholders to author needs analyses and other project documentation, and to define narrative elements, mechanics, and structures.
- Defined action-driven tracking variables and rules to create realistic emotional AI for primary NPCs.
- Designed a proprietary non-linear conversation engine, and used it to author an award-winning training simulation.

2005-2014: SciMedMedia:

- Lead designer on a suite of game-based training tools targeting interpersonal and critical thinking skills.
- Specific games included a story-based tool to understand and develop decision trees, and a turn-based activity providing a model for influence expansion in a closed system.
- Lead designer and writer on a series of immersive, conversation-driven simulations for physicians to earn their annually required CME credits.

EDUCATION

MS IN EDUCATIONAL TECHNOLOGY: 1999: GPA 3.87: Dept. of Technology and Society. SUNY Stony Brook.

- **Thesis:** *The Learning Imperative:* An examination of the relationships that exist among curiosity, evolution, learning, and technological innovation, and the challenges that humankind faces on the brink of critical mass.
- **Project:** *GridBlaster:* Proof of concept educational game, programmed in Java, that introduces and reinforces the concept of coordinate pairs to children several years ahead of curriculum guidelines.

BS IN ANTHROPOLOGY: 1994: GPA 3.25: Dept. of Social and Behavioral Sciences. SUNY Stony Brook.

- **Foci:** Studied human evolution, zooarchaeology, ethnography, and primatology; participated in the excavation of a late Bronze Age palace.

INTERMEDIATE LINGUIST CERTIFICATION IN RUSSIAN: 1991: U.S. Army Reserve, Defense Language Institute Foreign Language Center (DLIFLC). Presidio of Monterey, CA.

- **Focus:** 47-week military Russian Language course; graduated with honors from post-language training center.