

Cooper Fink

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EDUCATION

George Mason University, Fairfax VA

Fall 2020 – Spring 2024

- Game Design major and Audio Production minor, 3.6 GPA
- Honors College, Dean's List (Fall 2020 – Spring 2024)

EXPERIENCE

Zoetis Animal Health Pharmaceuticals – Computer Analyst (Contractor Through Adecco)

June 2024 – August 2024

- Worked with a Corporate Functions IT Director, Legal Team, and Compliance Team to test and document a new anti-bribery/anti-corruption preapproval system for payments being made to Government Officials or Animal Healthcare Professionals working for Governments
- Created a functional specification document to capture the business requirements of the system, including all end-to-end workflows from 4 business streams
- Created a technical specification document of the system, including Power App/Low Code functionality, table design, flow design and functionality, and API connections
- Analyzed requested specifications, tested systems, identified bugs, and fixed issues in over 10 Microsoft Power Apps, 10 Microsoft Dataverse tables, 30 Power Automate/Microsoft Flows, and 5 data connectors that are working together within a Microsoft Dataverse on the Microsoft Power Platform
- Performed rigorous end-to-end testing and analysis of the system to ensure all 70 Power Platform pieces were connected properly and working as intended

Capstone Project – Team Producer and Designer

Summer 2023 – Spring 2024

- Organized and managed a team of 6 people to create a map-based strategy video game (2 artists, 2 programmers, 1 sound designer)
- Created a 70-page design document detailing what the game contains
- Planned the timeline for the project and updated tasks weekly based on needs, around 80-100 tasks each week
- Created documentation and a process for end-to-end testing
- Participated in the end-to-end system testing and managed the incoming feedback from players testing
- Published a finished version of the game for anyone to play (<https://polyporebeta.itch.io/polypore-beta>)

Hardhat Games Internship – Game Designer and Quality Assurance Tester

Spring 2023 – Spring 2024

- Designed and documented a serious game with the purpose of certifying players with the OSHA 10 voluntary outreach training program using mini games and puzzles
- Researched all OSHA 10 certification knowledge requirements, testing requirements, and online OSHA test providers
- End to end tested a previous game project for numerous visual, text, and programming issues, and found over 30 bugs
- Redesigned an information manual for a previous game project into a walkthrough document for the purpose of licensing

SKILLS

Software

- Jira, Unity, Unreal Engine 4 and 5
- Microsoft Platform (Excel, Teams, Word, One Drive)
- Adobe (Photoshop, Illustrator, Audition), 3Ds Max, FL Studio

Other

- Scrum/Agile Workflow
- QA Testing, White Box Testing
- Prototyping, Papermapping, Documentation