

OWEN BECK

Developer and QA Tester

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DEVELOPER QUALIFICATIONS

- Proficient in multiple **programming languages including C#, C++, JavaScript, HTML, CSS, and Lua**, with hands-on experience developing software and games in **Unity and Unreal Engine**.
- Experienced with full **software development lifecycle**, from **design** and **prototyping** to **implementation, testing**, and polish across academic, professional, and personal projects.
- Strong foundation in **manual testing** with games and software.
- **Collaborative** developer with startup and agile experience, working on team-based **Unity** projects using **GitHub, Jira, Trello**.
- Proven ability to manage complex independent projects and delivering high-quality results under tight schedules.

COMPUTING EDUCATION

Rochester Institute of Technology, College of Computing and Information Sciences
Bachelor of Science, Game Design and Development : Graduated Cum Laude with 3.6 GPA

Rochester, NY
May 2026

TECHNICAL SKILLS

Languages | C#, C++, JavaScript, HTML, CSS

Tools | GitHub, Unity, Unreal Engine, Visual Studio Code, Playwright, Trello, Aseprite, Jira

QA EXPERIENCE

Arc Angel Interactive
Co-Founder and Producer

Rochester, NY
Jan 2026 – Present

- Lead **production oversight** for multiple student-developed arcade games themed around Rochester culture and history, featured on custom arcade cabinets that donate profits to **local charities**.
- Conduct manual **QA testing** for every game build, documenting bugs, gameplay issues, balance concerns, and usability feedback with detailed reproduction steps.
- Serve as a **communication bridge** between contributors with different specialties by leveraging experience in programming, design, art, audio, and QA.
- Maintain **quality standards** for all games featured on arcade machines by evaluating technical stability, presentation, and gameplay readiness before deployment.

DEVELOPMENT PROJECT EXPERIENCE

The Cupbearer | Developer, QA Tester, Designer | Personal Project

Jan 2026 – Ongoing

- **Lead designer, developer, and QA tester** for The Cupbearer, which is a scent-based, medieval puzzle game made in Unity 2D.
- Worked closely with OVR Technologies, who provided their unreleased OVR Omara Scent Display system.
- With a 1-month time-span, this project was finished in time to be showcased at **PAX East** in March 2026.
- Applied newfound QA skills to run manual tests and track bugs in **Trello** with screenshots and detailed steps for replication.
- As the lead designer, bridged the gap between our lead developer and artist, handling documentation, Trello management, and UI design.
- Gained insight into truly finishing a project, meeting tight deadlines, and coordinating with OVR who served as producers.

Babel | Developer, Artist, Project Manager | Personal Project

May 2025 – Sept 2025

- **Led design and art direction, and co-developed** Babel, a retro-style clicker/tower defense game set in ancient Mesopotamia, featuring original pixel art and built entirely in **Unity 2D** with assets created in **Aseprite**.
- This project was made entirely remotely over summer break. Learned many skills to improve communication over Discord and Trello to stay on task. By setting realistic milestones over the development cycle, burnout was effectively mitigated.
- Coordinated consistent playtests in order to spot as many bugs as possible, and also gauge player engagement.