Ricky Everest

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Technical Skills & Certifications

Software & Tools: Unreal Engine 5+, Jira, Trello (Ticketing/Tracking), Microsoft Office Suite, Google Workspace, GitHub.

Programming & Scripting: Python, C++, Blueprint, SQL.

Game Programming: Gameplay Systems, Physics Integration, Character Controllers, Networking / Multiplayer, Behavior & State Trees.

General: Data Entry, Documentation, System Configuration, Agile Methodologies.

Certifications: ITIL v3 Foundation in IT (Service Management), Linux Essentials Certification.

Experience

QA Analyst   **WaxHeart Team** / Remote (Los Angeles, CA) / Nov 2025 – Present
- **Testing & Validation:** Perform functional and stress testing on PC builds to validate core mechanics, level geometry, and UI responsiveness.
- **Technical Debugging:** Investigate gameplay issues using debug logs and console commands to isolate root causes before escalating to engineering.
- **Bug Management:** Manage bug reporting and tracking through Trello, ensuring clear reproduction steps (repro) and verifying engineering fixes for upcoming milestones.

Realtor / Client Coordinator   **Coldwell Banker / Compass** / Boston, MA / October 2017 - July 2023
- **Customer Service & Support:** Served as the primary point of contact and coordinator for over 200 transactions, maintaining a 5-star rating regarding client satisfaction and problem resolution.
- **Data Analysis:** Analyzed weekly pricing data using algorithmic tools to provide clients with data-driven reports (CMAs).
- **Stakeholder Management:** Represented buyers in high-stakes negotiations, requiring patience, clarity, and the ability to de-escalate stressful situations.

Education

Bachelors of Science, Computer Science   **West Governors University** / Graduated - March 2025

Data Science Fellow   **General Assembly** / November 2022 - March 2023
- Completed 480+ hour technical program focusing on data tools, systems, and analysis
- Collaborated with tech teams to build an application in the U.S. Census Bureau/FDA innovation sprint

Projects

Survival Combat RPG || Video / GitHub
- **Networking & Replication:** Engineered a fully replicated multiplayer system, handling client-server data synchronization for movement and gameplay states.
- **System Architecture:** Implemented the Gameplay Ability System (GAS), in creating a melee combo system, spells, dynamic movement and stat-scaled enemies

Wizard Rush || Video / GitHub
- **Logic Implementation:** Programmed projectile and melee combat logic systems, utilizing iterative testing to ensure stability between melee and ranged mechanics.
- **Rapid Prototyping:** Developed a functional single-player prototype to test core mechanics against an aggressive AI boss utilizing a state tree to dynamically choose movement and attack patterns.