

Mitchell L. Martin-Moran

Objective

A motivated, dependable, and highly analytical professional with a strong attention to detail, driven by challenges with a curiosity for new, innovative ideas. Having been employed in various working atmospheres, I have taken on many roles and responsibilities displaying my ability to learn skills quickly as well as developing existing skills further.

Experience

Jul. 2016 – Present

Activision Blizzard

Eden Prairie, MN

QA Tester

Identify functionality problems within the game across multiple platforms according to directed methods as well as getting creative with searching and report the issues to ensure the customer receives the product as desired by the developers.

Direct team of 12 testers and distribute tasks to ensure objectives are successfully completed efficiently and ahead of schedule.

Audit completed work of game developers to ensure a premium experience for the end-consumer.

Sep. 2015 – Sep. 2016

BCBGeneration

Bloomington, MN

Assistant Store Manager

Managed and instructed team of five associates how to improve customer satisfaction, enhance store efficiencies, and motivate associates to exceed sales goals.

Maintained the stockroom to increase product flow and eliminate wasted processes to enable employees to successfully complete their objectives.

Created and organized the layout of the sales floor to ensure all merchandise was displayed in a cohesive manner.

Responsible for operational duties of the store including: scheduling, monitoring sales goals, store audits, and loss prevention.

Mar. 2015 – Sept 2015

Express

Eagan, MN

Stockroom Supervisor

Prepared the store for new floor arrangements by taking stock of all existing merchandise while previewing incoming merchandise to allow all products to fit in the store both on the floor and in the stockroom.

Managed and directed 10 stockroom employees.

Worked directly with Store Managers to maintain the organization and flow of merchandise of the sales floor and stockroom.

Education

2014 - 2017

Full Sail University

Winter Park, FL

Bachelor's Degree: Game Design

Areas Studied: Design Process, Programming, World Building, Level Design, Simulation, Concept Design

Graduation Date: 2017

2012 - 2013

University of Minnesota

Minneapolis, MN

Undergraduate in the College of Liberal Arts