



# Roy Zhou

Job Objective:QA game-test

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details: <https://scar9k.github.io/cv>

## Education

JiangSu University

**Measurement&Control technology**

2012.09-2016.06

- Major:Sensors,PLC,DSP,Computer Science, Principle of measurement and control.

## Skills

- Office software:word,excel,powerpoint
- English: CET6

## Work Experience

Autoliv (shanghai) automotive safety development co.

Test Technician

**2016.06-2017.05 [11 months]**

## Project Experience

As a laboratory technician,responsible for the Linear Impact test of main driving air bags,side air curtains.Doing test of linear/head/rigid impact,Pedestrian protection etc.

## Game Experience

In my life, I am a crazy game player.It started when I was in primary school, and my uncle brought me a GameBoy. I used it to play games such as Pokemon, Mario, golden sun, robot wars etc. Then I play a lot of computer games, mobile games, game has become a part of my life. I've been playing Ragnarok and World of Warcraft for a long time, and I made content optimization patches for Ragnarok few years ago. I also like srpg game, I haven't played HeroesTactcis before, and I know it's a round-based game , which combines the DOTA's equipment elements and the Heroes of Might & Magic way of playing. After a preliminary attempt, from my own point of view, the content of the player's interaction needs to be strengthened. It is not convenient to add friends . There are also hints for moving range with role mobility, and no color hints for attack area.Hope have a chance of interview for this job.