

# PHILIP M. DIGENNARO

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Suny Brockport – Sports managements and communications

Full Sail University - Film



ESPN Monday Night Football Intro, Production Assistant. Helped set up stages and lights.

24/7 Casting Heinz Productions, Casting Assistant. Helped with casting process, taking pictures and filing paper work, as well as wrangled talent on set.

Clown Delivery Smokin Penguins LLC Short film, Grip. Assisted with setting up lights, c-stands as well, moving the sets around.

NBC's The Voice Season 2 Auditions, Production Assistant, Wrangled and directed talent through the audition process.

My Christian Films Kraze, Volunteer Cam Op. Worked the camera during live broadcasts.

Mudjumper feature film, Casting Coordinator. Recruited people to help fill out scenes as well as direct/wrangle them.

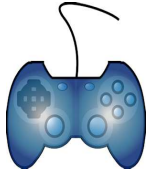
Supernanny reality show, Production assistant. Help set up camera and lights.

The N.O.C. Premier Youtube channel, Production Assistant. Help set up camera, lights and direct talent.

Fox's Kitchen Nightmare, Casting Recruiter. Recruited Restaurants to be on the show, taking pictures as well as getting them to fill out paper work.

Southern Nights Reality show, Logger. Tracked shot's and logged them in an excel spreadsheet.

Experienced with AfterEffects, Final Cut pro, and Adobe Premier



Activision – QA Tester

Freelance Capture artist – Editing and capturing footage. Making and creating scenes, and montages with game play.

Guerilla Games - Killzone 3 Beta Tester.

Slant Six Games - Socom Confrontation Beta Tester.

Naughty Dog - Uncharted 3 Beta Tester.

Electronic Arts - Battlefield 3 Beta Tester.

Zipper Interactive -Socom 4 Beta Tester.

Insomniac Games - Resistance 3 Beta Tester.

Ubisoft - Ghost Recon Future Soldier Beta Tester.

CCP - Dust514 Beta tester.

Tested games for bugs, while paying close attention to quality, entertainment, visual, appeal, sound, environments, difficulty level, and overall functionality of the product. Experienced with AAA console game testing, mobile applications, console applications as well as web applications.

- Isolated and reported anomalies and technical issues a consumer might encounter in the product.
- Verified that fixes were implemented correctly throughout the product cycle in both the consumer and development environment.
- Ensured bug reports were written clearly and accurately, detailing anomalies found and the steps required to reproduce those anomalies.
- Reviewed software documentation for accuracy and completeness as it pertained to test objectives for the product.
- Familiar with bug tracking software, such as DevTest and DevTrack.
- Used Admin site to remove and moderate user content on gaming forums and web applications

Familiar with Lotcheck, TCR and TRC requirements.

