

**Quality Assurance Specialist** and **Design Systems Analyst** passionate about product quality through component testing. Proficient at analyzing test results and finding solutions to technical problems cost-effectively.

## DESIGN SYSTEMS

### Minecraft

Redmond, WA | [minecraft.com](https://minecraft.com) *Design Systems Specialist*

Jan. 2023–Nov. 2023

Refinement and consolidation of the web site through Design Systems for the various Minecraft gaming experiences.

### Xbox

Redmond, WA | [xbox.com](https://xbox.com) *Design Systems Specialist*

Jun. 2022–Sep. 2022

Design System migration from Sketch to Figma for the Mobile, Web, PC, and Console experiences.

## QUALITY ASSURANCE

### Amazon.com

Seattle, WA | [amazon.com](https://amazon.com) *Quality Assurance Specialist*

Oct. 2016–Jan. 2022

Developed the process and checklist for how a Visual QA pass would occur against the UX/build supplied by the Engineering team. Before my documentation, there wasn't a way to review UX on device. The new Visual QA process created buy-in with the developers and other stakeholders. The new approach resulted in better builds and fewer bugs found by users during the release cycles.

- In the first 8 months, a successful 96% bug fix rate with the creation of the Visual QA process, expanding efforts for the growing Amazon hardware ecosystem.
- Focus on Quality Assurance across FireOS and Alexa-based services and hardware.
- Trained and managed a small team of 3 Visual QA Specialists
- Promoted within 18 months due to solid performance and organizational impact shown in the definition of the Visual QA process.
- Collaborated with numerous software development engineers to review features and architecture of multiple applications to carry out testing.
- Use of Jira, ADB, and Command Line to identify, analyze, and document defects in over 40+ Amazon devices, including mobile (Android/iOS) applications.

### Amazon.com

Seattle, WA | [amazon.com](https://amazon.com) *Sr. Production Artist*

Feb. 2014–Oct. 2016

Documentation of visual specifications for UX across FireOS and Alexa-based services and hardware.

### Microsoft + Xbox

Redmond, WA | [xbox.com](https://xbox.com) *Production Artist*

Mar. 2010–Jan. 2014

Creation of visual specifications for UX across Xbox and Kinect; production and analysis across Mobile, Web, PC, and Console experiences.

## PORTFOLIO

[www.tslusk.com](https://www.tslusk.com)

## EDUCATION

**Western Washington University**

Bachelor of Science; Industrial Design

**Everett Community College**

Certification; Data Analytics (2023)