

ALLEN BEN-HARUSH

allen@allenbenharush.com | U.S. Citizen | U.S. Navy Veteran

Professional Summary

Results-driven, certified, graduate level educated Principal Quality Engineer with 15+ years of experience leading quality, automation, and delivery initiatives in complex software ecosystems. Adept at driving cross-functional collaboration, architecting scalable testing frameworks, and implementing shift-left and sustainable quality strategies. Experience in navigating fast paced team-of-teams environments, personnel management and mentorship, delivery, process development, and delivering high-impact solutions for AAA gaming and enterprise systems.

Core Competencies

Quality Engineering • Leadership • Test Strategy & Automation Architecture • Risk & Program Management • Agile / Scrum / Kanban • Observability / Telemetry • Process Development & Integration • Cross-Team Coordination • Mentorship & Stakeholder Management

Technical Proficiencies

Jira, Jenkins / Cloudbees Pipelines, ReadyAPI / SoapUI, New Relic, Datadog, Tableau, Grafana, Postman, Git, SQL, Confluence, Notion, Unreal Engine, AWS Solutions, Golang, AI / LLM Prompting, Visual Studio, Databricks, Splunk, eazyBI / MDX, Fiddler, UML, Miro, Google / Microsoft Solutions, Proprietary Tooling

Professional Experience

Riot Games - Principal Quality Engineer, VALORANT Studio Foundations Vertical | Apr 2021 - Oct 2025, Los Angeles, CA

- Led quality engineering across multiple teams for a globally shipped live-service AAA game (VALORANT)
- Drove integration initiatives with Central Tech SDK teams, improving cross-team processes and delivery
- Architected and launched VALORANT's China quality program, generating multimillion-dollar revenue
- Designed tooling and led automation initiatives with an annual estimated six-figure cost savings
- Established observability and telemetry frameworks with Riot Data for global stability insights
- Led Business Unit R&D initiatives as product owner, influencing studio direction

Blizzard Entertainment - Senior Quality Lead, Battle.net & Online Products Ecommerce Vertical | May 2017 - Mar 2021, Irvine, CA

- Managed onboarding and performance evaluations for QA and SDET staff
- Delivered Ecommerce compliance and payments projects (CAIS, PCI, GDPR) as team-of-teams end-to-end quality lead
- Coordinated QA resource planning and staffing for the B&OP Ecommerce vertical
- Collaborated with technical and program stakeholders across global teams
- Authored Root Cause Analyses and mitigation plans for key platform incidents

General Dynamics Mission Systems - Test & Evaluation Director, U.S. Navy Submarine Tactical Control System | Jul 2012 - Apr 2017, Fairfax, VA

- Directed a team of 15+ engineers across concurrent defense testing programs
- Managed a \$2M+ program budget using EVMS-based forecasting
- Delivered milestone readiness presentations and test certifications as program Test Director
- Oversaw remote testing teams and objective quality evidence production of testing conduct

Education & Certifications

M.S. - Systems Engineering, The George Washington University, Washington, D.C. (2015-2017)
ISTQB Certified: CTFL, CTAL-TA, CTAL-TM, CTFL-PT