

Results-driven aspiring Technical Designer with 5+ years' experience on both AAA and smaller projects in 5 multinational studios on 6 different games. An outgoing, competent and fast learner who quickly and easily adapts to new environments.

## Skills

**Technical** - Debugging, C#, C++ (Basic), PowerShell, Python, Problem Solving & Analysis

**Software** - Visual Studio, Perforce, Plastic, Jira, Jenkins, Quickbuild, Unity, Unreal 5

**Soft** - Communication, Presentation, Time Management, Teaching, Design Documentation

## Experience (*References Available on Request*)

### **Ubisoft | Test Automation Developer** – Annecy, France (July 2021 - Present)

- Part of core team for new AAA multiplayer IP with many studios from inception to beta (2 years)
- Integrated existing automated tests and developed new ones in Ubisoft's Anvil engine in C++ for testing large multiplayer combat scenarios, game performance, and general game flow
- Worked extensively with Ubisoft's in-house tools and DTest testing framework for managing tests
- Daily use of Visual Studio, Perforce, DTest (XAML), JIRA & Confluence in Agile dev environment
- Daily work with large C++ codebase to debug game issues and fix bugs in the automation tests

### **Codemasters | Dev QA Engineer** – Cheshire, UK (Feb 2019 – July 2021)

- Worked on DiRT5 from inception to release (2 years) providing assistance across the studios
- Owned & developed test automation system & solutions in PowerShell & Python
- Proactive tool development & support in C# .NET, PowerShell and batch scripts
- Occasional C++ work to fix basic bugs, identify issues and add functions to support automation

### **Mediatonic | Graduate Client-Side Engineer** – London, UK (2018: Temporary 3 Months)

- Developed automated tests for Gears of War Pop in Python & C# and pipeline tool in JavaScript

### **Player Research | Research Assistant** – Brighton, UK (2018: Part Time 2 Months)

- Moderated and assisted in expert analysis of Game UX and UI Design on two AAA games

### **Goodgame Studios | Live Bug Analyst** – Hamburg, Germany (2015: 1 Year)

- QA role in 1000+ employee multi-national company working on several game projects at once

## **Bournemouth University | Games Technology – 2:1 BSc (Hons) (2012 - 2016)**

4-Year Course covering fundamentals of game development, from modelling to programming, maths and business.

- Technology focused on C++ and C#, Unity and Unreal (UE3/UDK), DirectX, Allegro and XNA
- Modelling, texturing and animating with Maya, 3DS Max and ZBrush
- 2D and 3D Mathematics, and Business + Law for Copyright, Employment and Marketing
- Personal and Course projects encompass 9 games of different genres and Engines/APIs
- Student Representative for course, relayed feedback from students to course-leaders and attended faculty meetings to make progressive changes for course

## **Havant Sixth Form College | 5 A Levels – (2010 - 2012)**

- Computer Science, Fine Art, Photography, Geography, English Language + Literature

## **Interests & Achievements**

- Participated in the 2022 Global Game Jam with a team of friends & colleagues
- Ran Codemasters' studio stand at Develop Expo 2019 in Brighton
- Regularly attend game industry exhibitions and events
- Provided live commentary for several fighting game tournament streams across the UK
- Travelled solo across India & Nepal for a year (2017)
- Volunteered in hostel kitchen helping make meals for up to 40 people
- Volunteered to photograph portraits of 60+ people for final year exhibition
- Organised and ran weekly fighting game tournaments for up to 30 participants and helped run similar events regularly at University
- In 2012 awarded by Mayor of Portsmouth for 5 years of 100% academic attendance
- Languages: English [Native], French [Beginner], Hindi [Beginner]

Interests: making games, playing games, photography, martial arts, bouldering, parkour, skating, snowboarding, films, adventure + exploring and learning about different cultures!

