

# STEPHEN MARK SMITH

QUALITY ASSURANCE TESTER  
1+ YEAR INDUSTRY EXPERIENCE

## CONTACT DETAILS

✉ smsmith195@gmail.com

🌐 www.sigrothian.co.uk

🌐 www.linkedin.com/in/smsmith195

☎ 07983 808613

## TECHNICAL SKILLS

### QA Skills

- Testing Documentation
- GitLab
- SQL

### Game Engines

- Unreal Engine 4
- Unity

### Adobe Suite

- Photoshop & Illustrator

### Other

Microsoft Office/Google Drive Suites

## SOFT SKILLS

- Scrum and Kanban
- Creative Problem Solving
- Taking Initiative & Leadership
- Planning & Organisation
- Working under Pressure
- Adaptability to Change

## EDUCATION

### University of Portsmouth (2015-19)

MSc Computer Games Tech (1 Year)

- Merit

BSc Computer Games Tech (3 Years)

- First Class Honours
- Design/Programming Pathway

### St. Vincent College (2011 - 15)

- BTEC Double Diploma in IT - D\*D\*
- A Level Graphic Design - C
- City & Guilds TV & Video - Merit
- GCSE English - B

### Baycroft School (2006 - 11)

- GCSE Maths - C
- BTEC Science - Pass (2x GCSE C)

## AWARDS

### Game Jams

- Engagement with Diversity Honourable Mention (UoP - 2020)
- Engagement with Diversity Winner (UoP - 2018)

### Other Awards

- St. Vincent College Love of Learning Award (2015)

## HOBBIES

- Video Games, especially FPS and RPGs
- Regular attendee at Comic Cons
- Playing Dungeons & Dragons
- Running, Cycling and Yoga
- Watching Anime

## REFERENCES

AVAILABLE ON DEMAND

## Summary

My mission is leave no stone unturned and make sure your software is of the best quality for the consumer.

Passionate, hard-working Quality Assurance Tester with over a year of experience in Quality Assurance testing and Level Design in technical industries including Games and Web Applications.

## Quality Assurance Experience

### Software Testing (Work for Alver Services)

- Exploratory testing of business applications to find issues with new features/updates
- Regression testing using written documentation to see if the application functions properly
- Validated project, user, location and financial data using SQL queries
- Wrote test steps using written and visual communication for bug fixes and feature updates
- Reported and described bugs to development teams using GitLab

### Games Testing (Keywords Studios GBTN Programme)

- Tested work-in-progress builds for AAA games and rated the game's performance
- Reported bugs and reproduction steps on the following criteria to session moderators:
  - Visual/Graphic Errors
  - User Interface and Controls
  - Network Connectivity/Stability
  - Gameplay Mechanics and Functionality
  - Hardware Compatibility
  - Conditions that trigger freezing/crashing
  - Audio Errors

## Development Experience

### Game Design

- Designed AI behaviour using Flow Diagrams for a creature companion for a VR Project
- Mapped out controls using tables and visual diagrams in Design Documentation

### Level Design

- Designed level concepts for *Kingdom Jump* using GIMP
- Built blockouts using primitive shapes for a wide range of game genres
- Worked on Airports for *Microsoft Flight Simulator* using proprietary tools
  - Plotted AI Pathfinding for airplanes and fuel vehicles
  - Mapped out the shapes of man-made surfaces, building and car parks

### Project Management

- Used Trello to managed tasks for Level Design at Poly Fruit Studios
- Conducted weekly progress meetings with the Level Design team at Poly Fruit Studios

## Employment History

### Software Quality Assurance Tester, Alver Services (Mar 2021 - Present)

- Tested web and business application software for bugs and errors
- Reported bugs and errors to the development team using GitLab
- Wrote documentation for bug fixes and feature updates

### Level Designer, Poly Fruit Studios (Jun 2020 - Feb 2021 - Contract)

- Designed and built single-player levels in Unity for *Kingdom Jump*
- Managed the Level Design Team by chairing weekly team meetings, managing team member workloads and creating a positive working environment for the team

### Level Designer, Orbx Simulation Systems (Mar - Jun 2020 - Contract)

- Used proprietary software to map out AI navigation for hundreds of airports in *Microsoft Flight Simulator*

### Temporary QA Customer Service Representative, Freejam Studios (July 2016)

- Resolved technical issues via email for customers playing Freejam's games
- Communicated potential bugs to the QA team for investigation