

JOHN DUNLOP - QA TESTER

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PERSONAL STATEMENT

I've spent my whole life playing games, absorbing good and bad design decisions. My passion to enter the industry led me to support myself through college and then later to relocate to London to pursue my career in games.

Whilst attaining my first class degree in game development and gaining insight from industry experts such as games guru Jon Hare, I was also privileged to find a QA position with Headstrong Games during two summer breaks. Here, I worked on high profile AAA titles such as 'Art Academy' and 'House of the Dead: Overkill'.

After leaving university I joined an educational mobile games startup, 'If You Can', founded by industry veteran Trip Hawkins. It was here where I further developed my knowledge of Quality Assurance, utilising excellent communication skills and computer literacy to add value to the team and product. I also broadened my skillset by regularly contributing to scripting and design tasks.

EXPERIENCE

IF YOU CAN - QA TESTER

DEC 2013 - PRESENT

Working in a cross-discipline startup development studio in an Agile Scrum environment focusing on educational mobile games and related web products.

Process Responsibilities

- Implement a formal QA process in early development stages
- Constantly contribute to maintaining, analysing and improving QA procedures
- Produce detailed and thorough test plans of all game areas
- Attend daily standups and effectively communicate prioritised bugs to sprint team members
- Work with team leads to resolve technical issues and remove blocks efficiently
- Participate in sprint planning meetings and retrospectives
- Act as senior QA in absence of the QA manager
- Liaise with external QA teams
- Produce instructional QA documentation for internal and external QA team members

Quantitative Testing Responsibilities

- Perform a combination of ad-hoc and structured dynamic testing procedures on device and in-editor, encompassing proprietary tools, functionality, exploratory, performance, compatibility, and compliance testing
- Perform static testing procedures on specifications and other documentation provided by the development team to implement and iterate QA test plans

Qualitative Testing/Design Responsibilities

- Develop a strong knowledge of all areas of the game and their intended functionalities
- Flag potential game narrative, flow and balance problems with the design team
- Assist in building game flow using in-house proprietary tools in Unity
- Check for level design and navigation issues by screening game levels using Unity
- Check and commit fixes for scripting errors using in-house proprietary tools
- Contribute to weekly design team meetings
- Contribute to level design meetings

HEADSTRONG GAMES - QA TESTER

AUG 2011 – OCT 2011 & JUNE 2012 – SEP 2012

- Worked with the QA team on major AAA titles including 'House of the Dead: Overkill' for PlayStation Move, 'Top Gun: Hard Lock' for Xbox 360/PS3, and Nintendo 3DS titles 'New Art Academy' and 'Rabbids Rumble'.
- Responsible for determining game balance issues, gameplay bugs, and graphical issues. Required to prioritise bugs and determine bug severity, as well as provide clear and concise repro steps/supporting documentation on TestTrack and Hansoft.
- Liaised with the rest of QA, Design, Programming and Production at various points of the testing process. Also assisted with multiplayer testing and localisation testing.
- Assisted with TCR/TRC and Lotcheck testing.
- Attending morning standups

TDK-LAMBDA – ELECTRONICS TECHNICIAN

APR 2003 – AUG 2010

- Worked my way up from shop floor to one of the senior technicians in the Design Verification Test department, working with both QA and R&D.
- Tested new product designs to a stringent specification and produced detailed reports before the product could be approved for manufacture – very analytical and methodical in nature.
- Worked as a small, close knit team - regularly had to provide training to less experienced members.

EDUCATION

UNIVERSITY OF WESTMINSTER

SEPTEMBER 2010 – JUNE 2013

BSc Computer Games Development

I am a graduate with a First Class Honours degree in Computer Games Development. I gained good grades throughout my time at university and also achieved academic achievement awards for my grades in years 1 and 2.

NORTH DEVON COLLEGE

2004 – 2008

Attained HNC in Electronics & Communication (2008)

Attained NVQ3 Advanced Modern Apprenticeship in Engineering (2008)

HOBBIES, INTERESTS & ABILITIES

- Game development - Unity3D, Unreal Editor 4
- Gaming - PC, Xbox One/360, PS3, Wii U, PSP, mobile.
- Playing guitar
- Music
- Film/theatre
- Reading - George RR Martin, Philip Pullman, Stephen King
- Astronomy

REFERENCES

Ben Geliher (Co-founder of If You Can, previously Executive Producer at Bossa, Lead Producer Mind Candy) - bengeliher@gmail.com

Martyn Jones (Product Manager with If You Can, previously Mind Candy) - info@martynjones.co.uk

Tim Fuller (QA Lead with Headstrong Games) - timmyfuller1@gmail.com