Donald Smith
Full Stack Developer

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Dedicated developer and engineer with extensive experience in Agile and Scrum methodologies, driving successful project delivery in dynamic environments. Committed to continuous learning and staying current with industry trends through workshops, online courses, and active participation in developer communities. Proven track record of collaborating effectively within cross-functional teams to deliver high-quality solutions that meet business objectives.

Core Skills

C#, HTML, CSS, Javascript, C++, Python, Unreal Editor 5, Unity, .Net framework, Bootstrap, MySQL, SQL Server, IDEs : Visual Studio, PyCharm, Atlassian Jira, Atlassian Confluence, Github, Perforce

Education

The Tech Academy
Sep 2023 - Jun 2024

Certificate
Completed an immersive Full Stack Software Developer boot camp with over 600 hours of instruction and hands-on coding experience. The program focused primarily on C# and Python, covering fundamental concepts of Computer Science as well as technologies such as C++, Django, .NET Framework, T-SQL/SQL, CRUD, MVC, HTML, CSS, JavaScript, and Agile/SCRUM methodologies. Successfully developed numerous practical projects that reinforced my skills in web application development.

Sketch of Rage
Apr 2024 - Apr 2024

Game Design
Developed the game's art and animation and implemented the traversal mechanics in a 2D world using C# in the Unity engine. Additionally, I developed the AI for enemy characters, ensuring dynamic interactions and challenging gameplay. This involved creating visually engaging assets and animating characters and environments, as well as coding the gameplay systems that allow players to navigate seamlessly through the game.

Work Experience

SDET
Turtle Rock Studios | Lake Forest, CA
Jan 2022 - Aug 2024

- Designed and developed multiple tools in C# to facilitate communication with Perforce and various game consoles, enabling seamless data retrieval and information transmission. These tools enhanced workflow efficiency and streamlined the integration process for game development.
- Developed and implemented unit tests to automate the testing process via Blueprints, ensuring code reliability and functionality. Utilized testing frameworks to enhance coverage and streamline the integration process, resulting in faster development cycles and reduced bugs in production.

Sr. QA Analyst
Turtle Rock Studios | Lake Forest, CA
Jan 2018 - Dec 2021

- Compiled VR builds for testing on the Oculus Quest headset while also assisting in the creation and implementation of test plans to verify that various game areas were functioning as intended. This process included validating performance metrics and ensuring that visual fidelity was maintained for the end user. Additionally, specific attention was given to identifying and addressing edge cases to mitigate potential instances of motion sickness, thereby enhancing the overall user experience.

Jr.Tools Engineer
Turtle Rock Studios | Lake Forest, CA
Jan 2015 - Nov 2016

- Designed and developed multiple tools in C# to facilitate communication with Perforce and various game consoles , enabling seamless data retrieval and information transmission. These tools enhanced workflow efficiency and streamlined the integration process for game development.

Sr. QA Analyst
Turtle Rock Studios | Lake Forest, CA
Jan 2013 - Dec 2014

- Managed Microsoft compliance tests and utilized Packet Monitor during multiplayer sessions to ensure data integrity while the game

was running. Additionally, employed API Monitor to track and verify API interactions throughout multiple titles.

- Coordinated teams to conduct focus testing on multiplayer projects, while also assisting in the creation of test plans to ensure various game areas were functioning properly.

Microsoft Compliance Specialist
THQ | Phoenix, AZ

Jun 2009 - Dec 2012

- Served as the first member of the team in the Phoenix branch, responsible for assessing the value of establishing an on-site Compliance team. My role involved evaluating compliance needs and developing strategies to enhance operational efficiency and regulatory adherence within the branch.
- Trained and mentored new hires who joined the team following the successful establishment of the on-site Compliance team. This involved providing guidance on compliance processes and fostering a collaborative environment to ensure smooth integration and effectiveness within the team.
- Ensured that all messaging and verbiage across titles met Microsoft's specifications, verifying compliance and consistency throughout the content.