Donald
Smith

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EXPERIENCE SUMMARY

- In **Blueprints**, I created automation tests in **Unreal Editor 5** to verify game content overnight to assist QA and alert them of any issues that may have arisen prior to starting the next day with a detailed report.
- Created a tool in **C#** with **WPF** that captures the version control changlist data and outputs all files changed in that changelist as well as what user made edits and submitted it.
- Added support for a tool created in **C#** to communicate with consoles such as PS5 & Xbox Series X as well as legacy consoles to deploy console builds to be run for playtests.
- Created a demo for a side scrolling beat'em up utilizing C# and Unity. Coding the traversal in the game, attacking as well as enemy AI tracking for the player.

SKILLS SUMMARY

Programming/Development:	C#, HTML, CSS, Javascript, C++, Python, Unreal Editor 5, Unity
Frameworks/Libraries:	.Net, Bootstrap
Database:	MySQL, SQL Server
IDEs:	Visual Studio, PyCharm
Project Management:	Jira
Version Control:	Perforce, Github

WORK EXPERIENCE

SDET | TurtleRock Studios - Lake Forest, CA   **Jan 2022 - Present**
- Skillset used: Perforce, C#, Unreal Editor 5, Blueprints
- Project overview: Creating tools to assist team members while also being flexible and extending existing tools with new features as requested. Implementing automation tests for assets and features as they come online to confirm they work and remain functional for the duration of the project.

2 week Sprint | Sketch of Rage   **April 2024 - April 2024**
- Solo project where I created the character art/ animations and coded the game. Implemented the means for traversing on a 2d plane while moving up and down on the terrain. Having the enemy AI characters both have spawners and chase the player to attack were all done in **C#** within the engine of **Unity**. Code Summary.

Sr. QA Analyst | TurtleRock Studios - Lake Forest, CA   **Jan 2018 - Dec 2021**
- Managed Microsoft compliance tests and ran **Packet Monitor during** multiplayer sessions to verify the data wasn't lost while the game was running.

Jr. Tools Engineer | TurtleRock Studios - Lake Forest, CA   **Jan 2015 - Nov 2016**
- Utilized WPF to add UI to tools were primarily console command tools to make them more accessible to more users. Maintained the build deployment tool created in C# and added more features as time progressed such as implementing robocopy, adding PS4 and Xbox One support and adding a playtest feature to allow QA to set the desired build for the studio to automatically pull for the daily playtest.

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EDUCATION & TRAINING

Certification in Software Development | The Tech Academy   **Sept 2023 - June 2024**

- Immersive Full Stack Software Developer boot camp with more than 600 hours of instruction and hands-on coding. Predominantly the program is based on C# and Python, along with the fundamentals of Computer Science, Django, .NET Framework, T-SQL/SQL, CRUD, MVC, HTML, CSS, JavaScript, Agile / SCRUM and web application development. Completed numerous practical projects.

Bachelor of Game Art and Design | Art Institute of Phoenix   **Jan 2004 - Mar 2006**

- A thorough course in learning the aspect of 3D games and the process of creating a game from start to finish. A general overview over the Dark Basic programming language to create a pong game. A heavy use of 3DS MAX, Maya and Unreal Editor.

Bachelor of Animation and Fine Arts | Art Institute of Philadelphia   **Sept 2000 - Dec 2004**

- Focused on learning traditional 2D animations. Gaining a deeper understanding about keyframes, transitions and adjusting frames. A deep dive into learning how to use Photoshop, After Effects and other Adobe Suite tools.