DONALD SMITH

SOFTWARE ENGINEER

CONTACT

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PROFILE SUMMARY

Dynamic SDET with 13 years of experience in quality assurance and tools engineering, driving efficiency and reliability in game development. Expertise includes automated testing, API monitoring, and test plan creation to contribute faster development cycles and improved product quality. A collaborative approach has consistently fostered teamwork and innovation, ensuring seamless integration and compliance in all projects.

SKILLS

- Atlassian
- Visual Studios
- Github/ Perforce
- Automated Testing
- Unreal Editor/ Unity
- Project Management
- Black/ White box testing

LANGUAGES

- C#
- C++
- Python
- Blueprints
- JavaScript
- HTML/ CSS

EDUCATION

2023 - 2024
THE TECH ACADEMY
- Computer Science

WORK EXPERIENCE

Turtle Rock Studios   2022 - 2024
SDET

- Designed and developed C# tools for Perforce and game consoles, improving data retrieval and integration efficiency.
- Automated testing with unit tests via Blueprints, increasing code reliability.
- Utilized testing frameworks to enhance coverage, resulting in faster development cycles and reduced production bugs.

Turtle Rock Studios   2018 - 2021
Senior QA Analyst

- Compiled and tested VR builds for Oculus Quest, ensuring game areas functioned as intended through rigorous test plans.
- Validated performance metrics and visual fidelity, addressing edge cases to reduce motion sickness.
- Trained and mentored new hires, fostering collaboration and ensuring effective integration into compliance processes.

Turtle Rock Studios   2014 - 2016
Junior Tools Engineer

- Designed and developed C# tools for communication with Perforce and game consoles, improving data retrieval and transmission efficiency.
- Streamlined game development integration processes through innovative tool solutions, enhancing overall workflow efficiency.
- Developed user interfaces for tools that were originally designed as GUI-only, enhancing accessibility for a broader audience and enabling more users to take advantage of the tool.