

# Donald Smith

## Full Stack Developer

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<https://github.com/ACReturns>  
<https://acreturns.github.io/Portfolio/#Home>

### EXPERIENCE SUMMARY

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 and online courses. 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, Bootstrap, MySQL, SQL Server, Visual Studio, PyCharm, Atlassian Jira, Atlassian Confluence, Perforce, Github, Robocopy, Django, .NET Framework, T-SQL/SQL, CRUD, Agile/SCRUM methodologies

### WORK EXPERIENCE

#### QA Analyst | Nexion - El Segundo, CA

Skillset used: Jira, Confluence, Testrails

Sept 2025 - Present

- Verified live issues with the product and reported reproducible steps for engineers to fix.
- Collaborated cross-functionally through meetings and planned events to drive alignment and achieve organizational goals.

#### Jr. SDET | TurtleRock Studios - Lake Forest, CA

Jan 2022 - Aug 2024

Skillset used: Perforce, Jira, Visual Studios, C#, Unreal Editor, Blueprints

- Designed and developed C# tools for Perforce and game consoles, improving data retrieval and integration efficiency by 95%, providing developers with real-time issue insight.
- Automated testing with unit tests via Blueprints, increasing code reliability and reducing production bugs by 80%, allowing QA team to focus on critical issues.
- Utilized testing frameworks to enhance coverage, resulting in faster development cycles and reducing production bugs by 50%, giving developers and QA analysts more features for tools and options to enhance workflow.

#### Game Design | [Sketch of Rage](#)

April 2024 - April 2024

Skillset used: Unity, C#, Photoshop

- Created visually engaging assets and animated characters.
- Developed the enemy AI, ensuring dynamic interactions and challenging gameplay.
- Coded the gameplay systems that allow players to navigate seamlessly through the game utilizing C# & Unity.

[Code Summary](#)

**Sr. QA Analyst** | TurtleRock Studios - Lake Forest, CA

**Jan 2018 - Dec 2021**

**Skillset used:** Perforce, Jira, Confluence, Visual Studios, ADB tools

- Compiled and tested VR builds for Oculus Quest, ensuring game areas functioned as intended through rigorous test plans, reducing motion sickness by 60%.
- Validated performance metrics and visual fidelity, addressing edge cases to enhance user experience, improving overall game quality by 80%.
- Trained and mentored new hires, fostering collaboration and ensuring effective integration into compliance processes, increasing team efficiency by 90%.

**Jr. Tools Engineer** | TurtleRock Studios - Lake Forest, CA

**Jan 2015 - Nov 2016**

**Skillset used:** Perforce, C#, WPF, Unreal Engine, XAML, PyCharm, Python, Robocopy

- Designed and developed C# tools for communication with Perforce and game consoles, improving data retrieval and transmission efficiency by 95%.
- Engineered and integrated achievement string logic in XAML for Xbox projects, validating all trigger conditions against functional requirements.
- Developed user interfaces for tools originally designed as GUI-only, increasing accessibility and enabling more users to utilize the tool, improving user engagement by 95%.

## EDUCATION & TRAINING

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**Certification in Software Development** | The Tech Academy

**Sept 2023 - June 2024**

**Skillset used:** C++, Django, .NET Framework, T-SQL/SQL, CRUD, MVC, HTML, CSS, JavaScript, Agile/SCRUM methodologies

- 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. Successfully developed numerous practical projects that reinforced my skills in web application development.