



Donald Smith

SOFTWARE ENGINEER

CONTACT



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

SKILLS

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

EDUCATION

- **The Tech Academy**

Certification in Computer Science
2023-2024

- **Art Institute of Phoenix**

Bachelor of Game Art and Design
2003-2006

- **Art Institute of Philadelphia**

Bachelor of Fine Arts and Animation
2000-2002

ABOUT ME

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. Passionate about delivering high-quality gaming experiences through technical excellence and strategic problem-solving.

WORK EXPERIENCE

- **SDET**

Turtle Rock Studios
Jan 2022- Aug 2024

- 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.

- **SENIOR QA ANALYST**

Turtle Rock Studios
Jan 2018- Aug 2021

- 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.

- **JUNIOR TOOLS ENGINEER**

Turtle Rock Studios
Jan 2014 - Nov 2016

- 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.

- **SENIOR QA ANALYST**

Turtle Rock Studios
Jan 2013 - Dec 2014

- Managed compliance tests for Microsoft, ensuring data integrity during multiplayer sessions with Packet Monitor.
- Utilized API Monitor to verify API interactions across multiple game titles.
- Coordinated focus testing teams and assisted in developing test plans for optimal game functionality.