Calum Laverick

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Technical Skills

- JavaScript | Python | HTML | CSS | React | Redux | Git | Jest
- CI/CD | Unit Testing | OOP | Quality Assurance | Game Development | Agile
- Completed several at-home coding projects including a Film Finder, Weather App & Login Page - see more on my portfolio

Certificates

- Codecademy - Learn Python 3
- Codecademy - Learn HTML
- Codecademy - Learn CSS
- Codecademy - Learn JavaScript
- Codecademy - Learn React Native
- Codecademy - Full-Stack Engineer - Currently working on this course - due to complete in May 2023

Education

University of Kent - BA, Computing & History

Modules Included:
- 3rd Year Final Project: Human vs Zombies Game in Unity
- Web Development
- Software Development
- Further Object-Oriented Programming
- Computer Systems
- Databases and The Web
- Introduction to Intelligent Systems
- Introduction to Object-Oriented Programming

Professional Experience

Senior QA Tester - Omeda Studios   OCT 2022 - APRIL 2023

- Led a team of 5 QA members, assigned daily tickets and delegated tasks across the team using Jira
- Used continuous integration and deployment systems such as TeamCity and set up servers in AccelByte
- Created technical testing documents in Confluence to establish standardised testing practices
- Hired new team members in a rapidly growing start-up environment and provided onboarding
- Tested and reported bugs in JIRA on all aspects of Predecessor

QA Technician - Creative Assembly   SEPT 2020 - OCT 2022

- Worked on several large-scale AAA products including Total War: Warhammer 2 & 3 and subsequent DLC's
- Dug into bespoke and complex bugs to understand the root cause. Wrote up technical & non-technical bugs in JIRA
- Created and ran manual feature test plans
- Collaborated cross-functionally with several departments across the studio including Animation, Art, VFX, Design and Programming
- Ran weekly AI playthroughs and summarised the output data, flagged issues in gameplay to support future game design

Digital Operations Executive - Indigo Pearl   OCT 2019 - AUG 2020

- Account management - liaised regularly with clients to communicate changes, implement updates & schedule key distributions to game influencers
- Maintained a large database of game assets on behalf of clients such as SEGA, Bethesda & Bandai Namco
- Worked alongside the PR team, represented Indigo Pearl at game events such as EGX, E3 and Gamescom