Jake Rose

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🪪 PROFILE

I am a self-motivated computer games design and programming graduate with industry experience, seeking a new role that pushes me creatively.

Employed as a QA Tester, responsibilities include end-to-end testing processes, attending SCRUM & bug triage meetings, developing Unit Tests in C# and generating reports using the Atlassian suite.

My previous role as a Service Administrator has strengthened my communication skills, multitasking abilities, and adaptability, enabling me to excel in fast-paced and cross-functional environments.

🧠 SKILLS

Collaboration and Version Control
Jira, Confluence, TestRail, GitHub, GitKraken, BitBucket, Slack, Teams

Game Development Software
Unity, Unreal Engine, Blender, VS Code, Photoshop, Premiere

Programming & Scripting Languages
C#, HTML, CSS, JavaScript, React.js, Node.js, Blueprint

🗂 PROJECTS

Portfolio, React Three Fibre Website Aug 2024 – present
A custom portfolio was created utilising React, JavaScript, HTML and CSS elements. 🔗

Procedural Terrain Shader, Three.js Oct 2024 – Oct 2024
Procedurally generated three.js shader, with varied textures showing Water, Sand, Grass, Rock & Snow

Tankeo Drift, Unity Game Nov 2023 – Feb 2024
Endless procedurally generated rogue-like, with 36 upgrade options and an endless game loop

💼 PROFESSIONAL EXPERIENCE

QA Tester, West Pier Studio, Brighton Apr 2024 – Present
- Collaborated with the Unity team for the Deck, Pergola & Fence Planner projects
- Participating in SCRUM meetings & bug triage to stay informed and effectively communicate work in an agile environment
- Developing Unit Tests in C# to improve build coverage
- Creation of test plans & cases on TestRail with continuous improvement of existing cases & QA processes
- Identifying, reporting, and conducting regressions for bugs within Jira
- API testing utilising network tab for WebGL projects & Postman
- Proficient in testing on WebGL, Unity, iOS & AR

Service Administrator, IPG Photonics, Coventry Sep 2023 – Mar 2024
- Responding to service questions, and telephone enquiries and working alongside international partners
- Maintaining records for returns inventory, scheduling changes, managing stock levels and resolving issues
- Liaising with customers to diagnose equipment failures and submitting reports to engineers
- Organising engineer visits to clients and managing relevant planners
- Processing of service quotes/orders on MS Navision & CRM
- Handling shipment deliveries, including import/export compliance documentation

QA Technician, Codemasters, Southam Apr 2019 – Aug 2020
- Collaborated with the mobile team for the F1 Mobile Racing project
- Thoroughly tested game functionality, user interface and monetisation features on iOS and Android devices
- Met deadlines for timely updates on the Apple Store and Google Play Store, leveraging social platforms for player feedback.
- Identified, documented, and reported bugs via Atlassian suite software
- Utilised GameSparks tool to detect in-game cheating, such as currency exploits and take action

🎓 EDUCATION

BSc ｜ Computer Games Design and Programming ｜ First Class Award, Staffordshire University Sep 2020 – Jun 2023

Individual Games Technology Project - 87% - Unreal Engine 5, procedurally generated dungeon crawler game.
AI Scripting for Games - 75% - Unity, A* Pathfinding and decision-making behaviours for AI agents using C#.

A Levels ｜ GCSEs, Princethorpe College, Rugby Sep 2011 – Jun 2018
A Levels - ICT ｜ Geography ｜ English
Pass in 10 GCSEs grading (A-C)

☕ PERSONAL

Achievements: *St Johns First Aid Certificate ｜ Bronze Silver and Gold Duke of Edinburgh awards ｜ Sports Diver Licence*

Charity Events: *40-mile walk to raise money for Mary's Meals ｜ Winter Wolf Run ｜ 2 years of volunteering at Leamington Spa Park Run ｜ Leukaemia Research Bikeathons & the Marie Curie Swimathon*

Interests: *Participating in game jams ｜ Reading horror novels and classic literature, fond of works by Robert McCammon, Stephen King, Ray Bradbury, and H.G Wells ｜ Keen athlete enjoying tennis, running, climbing, and scuba diving*