

# Jake Rose

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## 👤 PROFILE

QA Engineer with a strong foundation in automated testing, full-stack development, and game technology. Experienced in C#, JavaScript, and modern frameworks across web, mobile, and AR platforms.

Seeking hybrid QA/Dev roles where I can apply automation and development skills to improve product quality and testing efficiency.

## 🧠 SKILLS

**Programming Languages & Frameworks:** C#, JavaScript, SQL, React.js, Node.js, HTML, CSS

**Technical Tools:** Git, BitBucket, Jira, TestRail, Selenium, Postman, Netlify, Render, CI/CD

**Game & Creative Software:** Unity, Unreal Engine, Blender, Blueprint, Photoshop, Premiere, OBS

## 📁 PROFESSIONAL EXPERIENCE

### QA Tester, West Pier Studio, Brighton

Apr 2024 – Jun 2024

- Collaborated with Unity and web developers on Web, WebGL, iOS, and AR projects (Deck, Pergola, Fence Planner, and analytics dashboard)
- Built and maintained 12+ automated tests using NUnit, Selenium WebDriver, and C#, validating user login flows across multiple browsers, ensuring cross-platform reliability
- Wrote and maintained 200+ unit tests for core libraries to improve test coverage and code quality
- Developed and executed test plans and cases in TestRail, driving continuous QA process improvements
- Performed API and MySQL database testing across development, staging, and production environments, verifying functionality and data integrity
- Logged, tracked, and prioritised issues in Jira, and performed regression testing across builds
- Participated in Agile routines, including stand-ups and bug triage, to prioritise issues for upcoming sprints
- Used Git for version control, managing branches and submitting code via pull requests for project lead review

### Service Administrator, IPG Photonics, Coventry

Sep 2023 – Mar 2024

- Managed high volumes of client inquiries via email and phone, coordinating with international partners to resolve service issues
- Maintained records for returns, inventory, and scheduling changes to support operational workflows
- Liaised with customers to assess faults, maintenance, and installation needs; prepared reports and scheduled engineer visits to optimise field service delivery
- Processed service quotes and orders using MS Navision and CRM platforms
- Coordinated shipments, ensuring compliance with import/export documentation and regulations

### QA Technician, Codemasters, Southam

Apr 2019 – Aug 2020

- Collaborated with the mobile development team on F1 Mobile Racing, a live service app for iOS and Android
- Tested gameplay, UI/UX, monetisation; logged and prioritised bugs in Jira with Confluence documentation
- Used GameSparks to monitor backend activity, add in-game assets, gather logs, and report exploits, including currency manipulation
- Delivered QA for live updates and app store releases within agile sprint cycles
- Integrated player feedback to expand test coverage and improve user experience

## 📁 PROJECTS

### Portfolio, 3D Website 🔗

Responsive website with mobile support and 3D workspace built using React Three Fiber

### Contact App, Full Stack App 🔗

Contact management app with React frontend using Axios to a Node.js backend API serving JSON data

### Tankeo Drift, Roguelike Game 🔗

Endless roguelike with procedural levels, enemies, upgrades, and replayable gameplay, built in Unity

### Procedural Terrain Shader 🔗

Three.js shader generating terrain with water, sand, grass, rock, and snow via noise functions

## EDUCATION

**BSc (Hons) Computer Games Design and Programming First Class Award, Staffordshire University**

Sep 2020 – Jun 2023

**Individual Games Technology Project (87%)** - Developed a 3D dungeon crawler game in Unreal Engine 5 with procedural levels, scalable AI, unique floor bosses, and a tier-based upgrade system.

**AI Scripting for Games (75%)** - Built AI agents in Unity using C# with A\* pathfinding and state-driven logic, enabling dynamic navigation and context-aware decision-making in gameplay environments.

**A Levels & GCSEs, Princethorpe College, Rugby**

Sep 2011 – Jun 2018

A-Levels: ICT, Geography, English

10 GCSEs A-C including Maths and English

## CERTIFICATIONS

**The Ultimate C# Mastery Series, Code with Mosh** 

Focused on advanced C# techniques including generics, delegates, events, LINQ, async/await, and clean coding practices to build scalable, maintainable, and professional applications.

**C# Testing Path, Test Automation University** 

Focused on test automation fundamentals: NUnit, Selenium WebDriver, SpecFlow BDD, visual testing with Appltools, and Docker-based test scaling.

**Blender Character Creator for Video Games Design, Udemy** 

In-depth training in 3D modelling, sculpting, texturing, rigging, and rendering in Blender, producing detailed, game-ready assets optimised for multi-platform export.

**Pixel Art Characters: 2D Character Design and Animation, Udemy** 

Designed and animated 2D characters using Aseprite. Gained hands-on experience in pixel art fundamentals, including silhouettes, shading, and sprite sheet animation for games.

## 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*

## PROFESSIONAL MINDSET

In addition to my technical skills, I enjoy contributing to larger projects and supporting smooth development across the team by catching bugs early on or automating repetitive tasks.

I'm always looking to advance my skills, improve processes, and contribute to enhancing project quality while reducing surprises.