Luke Goodridge

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A little about me...

A current QA Analyst for Jagex in Cambridge, for the past year and a half testing the BAFTA award winning game Oldschool runescape, I'm a graduate with a 2:1 in computer games development (Bsc) looking for an industry change from games to pursue my passion for front end web-development in a junior role.

github: https://github.com/Luke-Goodridge

What skills can i bring?

- Great Knowledge of Mac and Windows Operating systems as well as the microsoft office suite.

- Fantastic problem solving skills and taking on any challenge that I come across. Always willing to learn new things.

- Having almost 2 years of experience in Quality assurance/ software testing, attention to detail and accuracy is second nature to me when planning out a project.

- Great team player, experienced working in small Scrum teams to large development teams. Utilising my good communication skills.

- Experience with project management software such as JIRA alongside AGILE practices such as kanban or sprint.

- Good knowledge of HTML, CSS, SASS Javascript and React, with a real passion to learn more.

- Experienced with version control tools such as Git or perforce, some command line experience too (self-taught).

- A fast learner, with the mind-set of always wanting to know more, with the ever changing industry of front end development.

Work Experience

QA Analyst, Jagex
04/2019 - present

Worked within small scrum/agile development teams, testing code and gameplay features

added to the MMO Runescape and BAFTA award winning Old school runescape. Looking into changelists writing debug functions in source code for testing.

Communicating with designers and being a part of kick-off meetings and sprint rituals on a daily and weekly basis.

Writing up documentation and mentoring new starters to get them used to the code bade and how to best go about testing a desired feature via looking into the code logic and systems it might effect.

QA Tester Rockstar Games
04/2018 - 04/2019

Day to day functionality testing of in-game test scripts abiding by company test plans and deadlines. Using inhouse software to report defects and debug issues for accurate defect report information. To then liaise with developers on potential solutions and any info they may need to fix the issues.

Keep to a company standard with reports and documents so they can be used company wide across international studios. Always looking to learn more and had been given a lot of responsibility since starting, keeping me always on my toes and use my problem solving skills to good use.

Worked on PS4 and Xbox one platforms, learning all there is to know about compliance issues and use of the console dev-kits.

Projects worked on: Red dead redemption 2

Qualifications

(Bsc Computer Gaming technology - computer science) Grade - 2:1 - Anglia Ruskin university

7 GCSE's Grade A* - C including english, maths and science.

ISTQB foundation certification 2019