

Nick Cunningham

Game Developer

Contact Info

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Skills

QA Skills

- Test Planning
- Test Administration
- Cross-Department Communication
- Team Leadership
- Project Leadership
- Quality Ownership

Programming Languages

- C#
- Python
- Javascript
- HTML

Development Tools

- Jira
- Confluence
- Perforce
- Git
- Miro

Development Pipelines

- Agile
- Scrum

Data Querying/Science

- SQL (mysql, MariaDB, SQLite)
- Tableau
- Excel
- JSON
- YAML

Other

- Automation Scripting
- Command Line Interface Proficiency
- Linux System Administration
- Docker
- Docker Compose

Experience

QA Project Lead / Naughty Dog

- | | |
|-----------|--|
| June 2023 | • Managed QA for an unannounced multiplayer title, coordinating development sprints, playtests, and focus testing. |
| - | • Advocated for and implemented workflow and testing process improvements. |
| Present | • Developed web tools to enhance workflow efficiency and testing processes. |

QA Tester - Naughty Dog

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|-----------|---|
| Aug 2020 | • Led a sub-discipline team responsible for quality ownership of core gameplay systems on an unannounced multiplayer project. |
| - | • Contributed to design discussions and improved gameplay mechanics through feedback. |
| June 2023 | • Mentored team members and conducted training sessions. |

Associate QA Tester - Naughty Dog

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|----------|---|
| Aug 2019 | • Led quality ownership of two levels on The Last of Us Part II. |
| - | • Collaborated with development teams to identify and resolve issues. |
| Aug 2020 | • Ensured high-quality gameplay experiences through rigorous testing. |

Projects

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|----------------------|---|
| Aug 2019 - Sept 2020 | <i>The Last of Us Part 2 (PS4)</i> |
| Sept 2020 - Present | <i>Unannounced Multiplayer Project</i> |
| Additional Testing | <i>Uncharted Legacy of Thieves Collection (PS5, PC)</i> |
| Additional Testing | <i>The Last of Us Part I (PS5, PC)</i> |

Education

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|------|---|
| 2014 | <i>Academy of Art University</i> |
| - | |
| 2019 | Bachelors of Fine Arts (BFA) in Technical Game Design |

Interests

Game Design, PC Gaming, Handheld Gaming, Game Streaming/Remote Play, PC Hardware, Home-Lab, Self-Hosting, Data Preservation, Home Automation