

NICK CUNNINGHAM

nick.e.cunningham@gmail.com • linkedin.com/in/nickecunningham • nickcunningham.am

EXPERIENCE

Naughty Dog

June 2024 - October 2024

QA Project Lead (Unreleased Multiplayer Project)

- Managed 30+ QA testers, planned sprints, and organized play-testing and focus-testing efforts.
- Collaborated with department leads to establish the first implementation of scrum at the company.
- Coordinated with co-lead to improve daily build stability by requiring developers to submit major changes for testing prior to merging into main via an in-house CLI tool called "snapshots".
- Developed a web interface alongside one other peer to streamline the "snapshot" creation process by centralizing information and functions previously spread across 3+ programs. Made with Python, Node.js, and React.

Naughty Dog

August 2020 – June 2023

QA Tester (Unreleased Multiplayer Project)

- Led a team of ~8 testers that maintained quality ownership of technical gameplay systems.
- Established thorough testing processes for 10+ novel networked gameplay systems.
- Ensured rapid issue resolution by fostering working relationships with over 20 developers.
- Mentored and trained ~40 testers in technical testing processes and tools.

Naughty Dog

August 2019 – August 2020

Associate QA Tester (The Last of Us Part II)

- Identified 3000+ issues across 2 major game levels resulting in a polished product release.

PROJECTS

HandBrake Web

Personal Project

- Developed the three core components of the project: the server, worker, and client.
- Designed to intuitively enable distribution of video transcoding tasks across one or more machines.
- Made with Node.js, Express.js, Socket.io, Typescript, Vite + React, and HandBrakeCLI.
- Open-sourced on Github. Deployed via GitHub Packages, Docker, and Docker Compose.

EDUCATION

freeCodeCamp

January 2024 - March 2024

Certifications

• Responsive Web Design • Javascript Algorithms and Data Structures • Front End Development Libraries • Data Visualization • Relational Database • Back End Development and APIs • Quality Assurance • Scientific Computing with Python • Data Analysis with Python • Information Security • Machine Learning with Python

Academy of Art University

August 2014 - May 2019

Bachelors of Fine Arts in Technical Game Development

- Award: Academy of Art University Spring Show Best Game Prototype 2018 (Notline Miami)
- Award: Academy of Art University Spring Show Best Game Prototype 2019 (Dungeon of Greyness)

SKILLS

- Coding Languages: Bash, C#, CSS, HTML, JavaScript, Python, TypeScript
- Databases: MongoDB, SQL(MySQL, MariaDB, PostgreSQL, SQLite)
- Frameworks/Libraries: Express.js, jQuery, Node.js, NumPy, Pandas, React
- Development Tools: Confluence, Git, GitHub, GitHub Actions, Jira, Perforce
- Development Pipelines: Agile, Scrum
- Containers: Docker, Dockerfile, Docker Compose, Github Codespaces, Dev Containers