

NICK CUNNINGHAM

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EXPERIENCE

Naughty Dog

June 2023 - October 2023

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

May 2024 - Present

Project Maintainer

- Pioneered an open source and self hosted distributed video transcoding platform with 10,000+ total downloads and 200+ stars on GitHub.
- Developed the application's back-end (using Node.js, Express.js, Socket.io, SQLite3, HandBrakeCLI, and more) and the front-end (using Vite, React, SASS) all coded in TypeScript.
- Established the CI/CD pipeline with GitHub Actions, deploying 350+ production/testing ready Docker images via GitHub Packages to date.

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

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, Socket.io, Vite
- Development Tools: Confluence, Git, GitHub, GitHub Actions, GitHub Packages Jira, Perforce
- Development Pipelines: Agile, Scrum
- Containers: Docker, Dockerfile, Docker Compose, Github Codespaces, Dev Container