







Links

-  nickcunningh.am
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-  github.com/thenickoftime
-  linkedin.com/in/nickecunningham

Skills

Languages

- Bash
- C#
- CSS
- HTML
- JavaScript
- Python
- TypeScript

Databases

- MongoDB
- PostgreSQL

Frameworks/Libraries

- Express.js (JavaScript)
- jQuery (Javascript)
- matplotlib (Python)
- Node.js (JavaScript)
- NumPy (Python)
- Pandas (Python)
- React (Javascript)

Development Tools

- Confluence
- Git
- Jira
- Perforce

Development Pipelines

- Agile
- Scrum

Containers

- Docker, Dockerfile, Compose
- Github Codespaces
- VSCode Dev Containers

Nick Cunningham

Developer

Experience

QA Project Lead

Naughty Dog

June 2024 - October 2024

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

QA Tester

Naughty Dog

August 2020 - June 2023

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

Associate QA Tester

Naughty Dog

August 2019 - August 2020

- Had quality ownership of two levels on The Last of Us Part II.
- Collaborated with development teams to identify and resolve issues.

Education

freeCodeCamp

January 2024 - March 2024

Certifications:

- Responsive Web Design
- Javascript Algorithms
- Front End Development
- Data Visualization
- Relational Database
- Back End Development
- Quality Assurance
- Scientific Computing
- Data Analysis
- Information Security
- Machine Learning

Academy of Art University

August 2014 - May 2019

Bachelors of Fine Arts (BFA) in Technical Game Development