* [electronicarts/IRIS: EA’s photosensitivity analysis tool (github.com)](https://github.com/electronicarts/IRIS)
* [electronicarts/fonttik: Fonttik is a text size & contrast checking solution created by EACC Tech to check accessibility criteria regarding text readability (github.com)](https://github.com/electronicarts/fonttik)
* [Qualicon - Game Quality](https://gamequality.org/home/qualicon/)
* [Web Content Accessibility Guidelines (WCAG) 2.2 (w3.org)](https://www.w3.org/TR/WCAG22/)
* [International Software Testing Qualifications Board (istqb.org)](https://www.istqb.org/)
* [microsoft/playwright: Playwright is a framework for Web Testing and Automation. It allows testing Chromium, Firefox and WebKit with a single API. (github.com)](https://github.com/microsoft/playwright)
* [Game Automated Testing Resource Hub | Trello](https://trello.com/b/nGE5yqZk/game-automated-testing-resource-hub?trk=article-ssr-frontend-pulse_little-text-block)
* [electronicarts/EATest: EATest is a C++ unit testing framework. It's goal is to have a scalable architecture, have minimal dependencies, and simple usage. (github.com)](https://github.com/electronicarts/EATest/tree/master)
* [Game Automated Testing Resource Hub | Trello](https://trello.com/b/nGE5yqZk/game-automated-testing-resource-hub)
* [Floating-Island/ProjectR: Final Project for the Engineer's Degree (github.com)](https://github.com/Floating-Island/ProjectR)
* [Game Developer Roadmap](https://roadmap.sh/game-developer)
* [Epic Games | Career Paths - Unreal Engine](https://www.epicgames.com/site/en-US/earlycareers/career-paths)
* [Gamesmith : Scribble Maps](https://www.scribblemaps.com/maps/view/Gamesmith/mGlxLooitH)
* [Zero-code Automation Testing In Action | Oculus Developers](https://developer.oculus.com/documentation/unity/xrsim-unity-automated-testing-in-action-pt/)
* [Developing with confidence: automated tests in Unity - Patryk Fijałkowski || GameSwift ||](https://www.youtube.com/watch?v=EIXhvkOS7k4) / [github actions - YouTube](https://www.youtube.com/results?search_query=github+actions)
* [Pricing (odininspector.com)](https://odininspector.com/pricing#how-many-seats) - unity
* [Exercism](https://exercism.org/)
* [Tools QA](https://toolsqa.com/)
* [Codewars - Achieve mastery through coding practice and developer mentorship](https://www.codewars.com/)
* [C-Sharp-Exercises/Exercises.cs at master · Ishamoridin/C-Sharp-Exercises (github.com)](https://github.com/Ishamoridin/C-Sharp-Exercises/blob/master/Exercises.cs)
* [Behavior-Driven Development (BDD) – TestRail Support Center](https://support.testrail.com/hc/en-us/articles/7827238336916-Behavior-Driven-Development-BDD#designing-bdd-scenarios-in-testrail-0-0)
* [Senior C / C++ Developer salary in the UK (devitjobs.uk)](https://devitjobs.uk/salaries/C++/all/Senior)
* [How we create (real) UnitTests for Unreal Engine with GoogleMock | MaibornWolff](https://www.maibornwolff.de/en/know-how/how-we-create-real-unittests-for-unreal-engine-with-googlemock/)
* [Halo: MCC Creator Hub | Halo - Official Site (en) (halowaypoint.com)](https://www.halowaypoint.com/news/halo-2-and-halo-3-mod-tools-release)
* [Automated Testing Roundtables GDC 2024 (autotestingroundtable.com)](https://autotestingroundtable.com/)
* [Tools | Test automation tools for Unity apps and games - AltTester®](https://alttester.com/tools/#seepackages)
* [Brand Partnership: Rare & Catch22 | Rare Ltd.](https://www.rare.co.uk/news/brand-partnership-rare-catch22)
* [Support into work | Catch22 (catch-22.org.uk)](https://www.catch-22.org.uk/what-we-do/employment-and-training/support-into-work/)
* jenkins