

## Contact

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[dayflaree.github.io/Portfolio/](https://dayflaree.github.io/Portfolio/)  
(Portfolio)

[github.com/dayflaree](https://github.com/dayflaree) (Personal)  
[substack.com/@johndayshower](https://substack.com/@johndayshower)  
(Personal)

## Top Skills

Programming (Python, HTML, Lua)

Quality Assurance (Structured Testing)

Creative Writing

# Elijah Staley

Creative Writer on Substack, Freelance Programmer | Python / HTML / Lua, Game QA Tester | Experience with Behaviour, Funcom, EA (NDA), Indie Game Developer | The Rat Cave: Reimagined  
Canada

## Summary

I have hands-on QA experience across indie and AAA projects, including roles with Behaviour Interactive, Funcom, Lionbridge Games, and Electronic Arts (NDA sessions). My work has spanned functional, regression, and usability testing, with a focus on clear bug reporting, reproducibility, and actionable feedback that enhances the player experience.

Beyond QA, I'm actively building my career in creative writing and game development. My technical foundation includes programming skills in Python, HTML, and Lua, as well as indie development experience in Unreal Engine and personal projects on GitHub. I also bring a strong storytelling background, which I'm pursuing as a professional path alongside my work in the gaming industry.

I've contributed to diverse projects ranging from open-world multiplayer builds to narrative-driven indie titles, and I thrive in collaborative environments where communication and detail matter. My long-term goal is to combine my skills in storytelling and development to create impactful, player-driven experiences—while continuing to leverage my QA expertise to strengthen teams and projects along the way.

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## Experience

### Substack

#### Creative Writer

August 2025 - Present (2 months)

Calgary, Alberta, Canada

I'm a new creative writer on Substack, focusing on short stories across horror, science fiction, thriller, mystery, and cosmic horror. My work explores unsettling concepts, strange worlds, and suspenseful narratives, aiming to engage readers with thought-provoking and immersive storytelling.

## Freelance

4 years 1 month

### Graphic Designer

January 2022 - Present (3 years 9 months)

Calgary, Alberta, Canada

Designed logos and visual identities for personal and client projects. Focused on creating clear, memorable designs tailored to each brand's vision and audience. Skilled in concept development, typography, and color use, with experience delivering complete brand assets from initial sketches to final files.

### Programmer & Game Developer

September 2021 - Present (4 years 1 month)

Calgary, Alberta, Canada

Experienced in programming across multiple platforms and engines. Started with Lua in the Source Engine, later transitioned to Unreal Engine for a period, and now actively developing indie titles in Python and doing web design in HTML.

## SCPF: Theta

### Quality Assurance Tester

September 2025 - Present (1 month)

Calgary, Alberta, Canada

Recruited to the Quality Assurance Team at SCPF: Theta after direct contact with the Team Leader. My role involves participating in scheduled testing sessions, identifying and documenting bugs, and providing structured feedback to support ongoing development and improvement of the game.

## Beer Night Studio

### Game Tester

May 2025 - Present (5 months)

Calgary, Alberta, Canada

Participating in monthly testing sessions for alpha and beta builds of an asymmetric multiplayer horror title. Tasks include identifying bugs, assessing gameplay mechanics, and providing structured feedback during focused multi-day playtest windows. Contributing to the refinement of core systems throughout ongoing development.

## 404 Interactive

### Quality Assurance Tester

January 2024 - Present (1 year 9 months)

Calgary, Alberta, Canada

Tested PC game builds throughout development, identifying bugs and reporting issues related to gameplay, visuals, and performance. Provided detailed feedback on usability, balance, and player experience, helping improve overall game quality. Worked closely with the developer through multiple testing cycles.

## Aya Boutique

### Assistant

March 2020 - Present (5 years 7 months)

Calgary, Alberta, Canada

Responsible for sorting out boutique products accordingly. In charge of sorting out recyclable materials. Mail/Parcel drop off and pick up.

## RW&CO

### Sales Associate

June 2025 - Present (4 months)

Calgary, Alberta, Canada

Assisted customers with product selection and inquiries. Maintained product displays to enhance visual appeal. Processed transactions efficiently at the point of sale. Collaborated with team members to meet sales goals. Managed inventory levels and stocked shelves regularly.

## Game Tester | Lionbridge Games Studios

### Quality Assurance Tester

May 2025 - July 2025 (3 months)

Calgary, Alberta, Canada

Engaged in on-demand quality assurance testing across a diverse range of pre-release games for various platforms. Responsibilities include executing test cases, identifying and documenting bugs, and providing structured feedback to support development teams in enhancing game stability and user experience. Experience spans functional, regression, and usability testing in both remote and in-lab environments.

## Behaviour Interactive

### Game Tester

May 2025 - July 2025 (3 months)

Calgary, Alberta, Canada

Participated in a compensated QA testing session for a live multiplayer title under NDA. Contributed feedback on specific gameplay content during a limited testing window, assisting in identifying potential issues and supporting quality improvements prior to release.

Funcom

Game Tester

October 2024 - June 2025 (9 months)

Calgary, Alberta, Canada

Involved in testing a large-scale, open-world multiplayer project in active development. Responsibilities include identifying and reproducing gameplay issues, writing clear and detailed bug reports, and providing observations to support overall quality and player experience throughout development.

Electronic Arts (EA)

Game Tester

May 2025 - May 2025 (1 month)

Calgary, Alberta, Canada

Participated in a structured play session for an unreleased AAA title as part of performance testing. Gameplay data was collected to support performance optimization and system analysis during development.

Booster Juice

Smoothie Maker

June 2023 - November 2024 (1 year 6 months)

Calgary, Alberta, Canada

Prepared smoothies according to customer orders, using fresh fruits and vegetables. Assisted customers with menu selections, providing nutritional information as requested. Verified accuracy of all transactions at the end of each shift.

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## Education

Mount Royal University

Computer Science · (2022 - 2025)