Profile

I have a wide range of experience in design and development tools which consists of 3D development programs such as Unity 3D, Maya and Mudbox creating interactive user experience from games to UI designs. I have also used design tools such as Photoshop, Illustrator and Sketch to create design assets.

I have experience in game development using Unity 3D, this required me to develop wide range of skills learning C#, JavaScript and C++ to video editing using tools such as Sony Vegas and Final Cut Pro X. Whilst developing games I became fascinated with user interactions with UI and the overall user experience as a result I have created prototypes of websites and mobile UI using Sketch / illustrator and Photoshop. Whilst working with Sketch I have used UI documentation tools such as Zeplin, which automatically document generates UI specification. This helped with the creating pixel perfect UI designs for me to develop the application.

Skills

**Programming:** C#, JSON, Ruby, Groovy, Java SE, JavaScript

**Software Testing (ISTQB):** Software Development Lifecycle, Test Design and Management

**Automated Testing:** Selenium IDE & Webdriver, Extent Reporting, POM, Implementation

**Continuous Integration:** CI Pipeline, Vagrant, Jenkins, Jira, GITHub, Linux, Ubuntu

**DevOps:** CI Pipeline, AWS, Docker , Ansible

**3D Modelling:** AutoDesk Maya, Unity 3D, AutoDesk Motionbuilder, Mud-Box, 3DS Max, Photoshop & Adobe Suite.

**Development:** Blender, Php Database

Qualifications

**BSc Games Development, Leeds Beckett University, 2015,**

**2:1**

Experience

**Frog Education- Games Developer**

May 2018-

My time at Frog consisted of conceptualising exciting new game ideas to capture the imagination of students of all ages. Developing these ideas into cross platform games which are integrated into the Frog Play platform. The games have been designed using Unity 3D.

My duties also consisted of maintaining existing Frog Play games and where appropriate an update would be applied to older games to take advantage of new technologies.

A strong engagement in the Frog student community to gather feedback on Frog Play games and also with stakeholders across the business to communicate the games development road map.

**QA Consulting – Junior Test Analyst**

February 2018-April 2018

I started my time at the academy learning about Agile (Scrum) methodology and Modelling (BPMN and class diagrams).

Learning about Agile framework is a fundamental skill in becoming a software engineer. Used by many companies

worldwide, due to the fact that it is very flexible, it allows small changes without huge amendments to budget or the schedule using an iterative approach. This easily allows adapting to changing requirements.

We started off learning Agile by working out the product backlog for a business ‘QA Cinema’ – a cinema venue that requires a website that shows dynamic listings and can take bookings. Working as a team we created user stories and functionalities that were needed for the system which formed the product backlog. Once complete the sprint planning stage took place and we asserted each task to a sprint, to create a sprint backlog.

This enhanced my skills in how to work logically and coherently to find the needs and goals for a project.

Programming

I began working with programming languages throughout my time in university. During my time at QA I have completed a series of focused week-long modules aimed at learning the syntax, logic, and data structure behind different programming languages, as well as the principles of object-oriented and functional programming. These concepts were put into practice by writing simple programs, participating in pair programming, and working in larger group projects within the class. Languages included C#, Java SE, Bash scripting and JavaScript.

ISTQB

I am working towards my BCS Certified Tester Foundation Level. I will be taking the ISTQB exam which focuses on the principles of software testing, including methodologies, documentation and management techniques.

Automated Testing

I acquired skills in implementing the principles I had developed. I had experience of using SOAP UI testing through a university module which has been reinforced with new skills using Selenium. The course has concluded with a project to test multiple websites and generate extent reports to present my findings.

Continuous Integration

I began by familiarising myself with Linux, Git and Vagrant environments. This also included repository management tools, mainly Git, which I had some experience of during university. We also discussed build tools and project management tools to complete the CI pipeline. I have experience in writing shell scripting to build a vagrant virtual machine in Ubuntu and install Java, Maven, Git, Jenkins and Jira when the vagrant command was run. This also included configuring Git, Soap UI, Ubuntu, Jenkins and Jira to manage and maintain the project.

**Leeds Beckett University**

Final Project – BSc Games Development Sep 2012 - Dec 2015

My final year project consisted of creating a 3D platform game using Unity as a build engine. The build process had to be documented, therefore a full game design document consisting all architecture, draft designs, storyboards and Gantts chart. The build processes underwent Alpha, Beta and Gold phases to ensure all build qualities and glitches have been rectified by gold phase. All the build assets have been completed on Autodesk Maya. The design drafts created allowed myself as a designer to recreate a 2D pencil drawn map into a fully programmed and functional game. The animations throughout the game builds have been carried out through Unity animation and Motion builder.

**Mitchell Farrar Group – Investor Compensation**

June 2017- February 2018

Claims Management Agent

My role consists of managing end to end progression of a client complaint. Progressing cases through to the next stage in the claim process, in line with company and operating guidelines, to expedite a successful outcome for the client.

Ensuring accurate and timely execution of all vendor or client requests. Liaising with vendors and FOS by auctioning sensitive data documents throughout allocated cases from start to end of the process.

**Employment- Freelance work**

**AK Performance**

January 2014- June 2017

Content Asset Manager

Working as a Content Asset Manager at AK Performance as a company we specialize in selling high end luxury sports cars. My duties in the company are as follow:

Taking hi-resolution photographs of vehicles

Photo editing image assets using Photoshop and illustrator

Asset management using version control tool like Git and

Dropbox, Collaboration between designers and photographers. Liaising with different advertising platforms to maximize traffic to the main website.

**Animation** **- Freelance**

Developed an animated TV adverts for a personal accident claims firm, this has been viewed on the Asian channels.

The advert was created using Autodesk Maya as this allows us to create frame by frame animations and JavaScript for animation logic.

To implement special effects in the advert, the use of JavaScript had to be added to the animation, thus allowing the software to create physics (i.e. falling, jumping) in the scene. Experience of creating storyboards to illustrate designs sketch for the advert. Iterative design process of refining the designs to client specification. Used version control tool I.e. GIT to manage workflow. Using milestone markers such as Alpha, Beta and Gold

phases. Liaising with clients and 3rd party organisations for advert approval by TV regulators.

**Harrow Green**

March 2011 – May 2011

My role consisted of the use of a barcode-based computerised records management system which allowed me to follow a systematic procedure to ensure that documents and media are always accessible, with document scanning and retrieval services to meet every level of demand.

**Swinton Insurance, Halifax**

March 2009 – Jan 2010

Outbound Sale Advisor

My job consisted of outgoing telephone calls by means of an Automated Dialler based telephony system. My role as Sales advisor consisted of handling customer’s personal details and setting up payment arrangements for customers who bought the policy. I worked as part of a very hard driven team and was always one of the top 3 in terms of volume of sales taken on a weekly basis. I ensured that all Data Protection protocols were adhered to.

**Abbey National, Bradford**

Sept 2008 – May 2009

Outbound Retention Advisor

My duties involved liaising with customers via the telephone on a daily basis to verify if the customer wishes to renew their insurance policy for the following year. I would also explain the insurance policy to the customer to ensure it achieved their needs and personal details were correct.

**VirgoBradford**

July 2005- March 2006

Customer Service Advisor

My duties involved answering incoming and outgoing calls to customers. Working in a fast paced environment allowed me to work under pressure, due to the high volume of calls. This helped me improve my telephone manner as well as obtaining new skills. Working in a call centre environment allowed me to work on my own initiative and as part of a team.

**Cyteck IndustriesBradford**

March 2004– April 2004

Lab assistant (Work experience)

I underwent work experience in a Lab; the duties included interacting with customers over the phone, invoices, testing product samples, collecting samples.

Hobbies

In my spare time I tend to socialise with friends through online gaming, this also allows me to analyse how the industry is evolving through the popularity of the games. I also play football with friends and family as well as attending my local gym for exercise. I have a great interest in various cultures to see how people’s lives and traditions differentiate from my own. Continue to learn new technical skills. Also enjoy reading French novels to improve vocabulary and keep my languages up to date.