

# Daniel Muller Jones

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**Deeply passionate about game development and shipping quality products**

## Highlights of Qualifications

- Jira/Performance/ Confluence/Perforce
- Comfortable organizing and leading mid-size teams
- Friendly/knowledgeable and team oriented
- Familiar with Post launch life content cycles
- Solid understanding of build pipelines
- Native Portuguese speaker

## Professional Experience

**February 2021 – Present**

**The Coalition Game Studio: Microsoft Vancouver** – Via Apex Systems

**Development Support**

**Gears 5 Post Launch Performance Team: Xbox Console Family, WinStore & Steam**

- Performed performance captures on all new features and maps
- Work closely with Performance Test Coordinator on daily basis
- Organized and managed teams up to 11 members
- Aided/problem solved teams equipment setup issues
- Assisted Release QA team with additional testing logging & regressed issues as needed
- Responsible for updating and maintain Confluence documentation
- Using critical thinking and detailed oriented perspectives to find and report both large- and small-scale bugs
- Recipient of QA Embury Star Award for “going above and beyond” nominated by the QA team”

**July 2020 – January 2021**

**Electronic Arts Burnaby** – Via Keywords Studios

**Development Support**

**FIFA 21: Xbox Console Family, PlayStation & Google Stadia**

- Executing server performance run for multiplayer sessions stability
- POC for regressions and detail-oriented bug hunts
- Worked with development kits for gen4 and gen5 consoles for multiple platforms (PlayStation, Xbox, Google Stadia)
- Using JIRA and other internal tools for reporting, tracking and regressing bugs
- Worked closely with test leads and embedded QA on highly specialized tasks and bug regressions
- Helped create a friendly work culture that resulted in a clear increase of productivity and general sense of happiness
- Worked in several areas within FIFA21 (Pro Clubs, Campaign, Volta, FUT)

**March 2020 – July 202**

**FairSplit.com**

**Web Developer** – Freelancer

- Working on maintaining and adding features to backend codebase in Python
- Working on refactoring frontend codebase from AngularJS into Mithril.js
- Working on planning and implementing refactoring of business logic within the architecture of the application
- Part of a remote team across multiple time-zones, learning how to operate within those constraints
- Direct interface with clients and major stakeholders

## Education

**Cornerstone International Community College of Canada**  
Degree in Web and Mobile Application Development

**Mauá Institute of Technology, Brazil**  
Bachelor's Degree in Control and Automation Engineering

## Hobbies and interests

- Hobbyist Game Developer (since 2015)
- Published solo developed game on Play Store
- Participated in multiple GameJams with people all over the world
- Tabletop games and RPGs enthusiast
- Avid world and characters builder
- Have created dozens of interactive histories to a number of different audiences