



ABOUT ME

I am excited to transition my career from testing games to developing games with the Unreal Engine. Checkout my portfolio website.

SKILLS

Efficiency Score / 10

Unreal Engine 5	6/10
C++	6/10
Python	5/10
JIRA	7/10
Photoshop	5/10
Maya 2020	6/10

Life Achievement

IRIS won Excellent Student Award at IGF China 2014.
Iris is a 2D action, platformer developed by a team of 4 (me included) using Unity.

MUHSEN DELAMORE

ASPIRING UNREAL GAME DEVELOPER

CONTACT

Email: 181mdelamore@gmail.com

Website: m-delamore.github.io/portfolio

EDUCATION

September 2011 – April 2014

DigiPen Institute of Technology

Certificate: Bachelor of Art in Game Design

- Developed 12 games (or more) during the course, 4 of which are major team projects.
- Took modules not only related to game design, but also programming, storytelling, humanities, and fundamentals of art as well.
- Developed software skills for using game editors like Unreal Editor and Unity.

May 2005 – April 2008

Nanyang Polytechnic

Certificate: Diploma in Digital Entertainment Technology

- Learned fundamentals of programming in C++ and game development.
- Specializes in Technical Directing for Animation and Special Effects.
- Developed concepts of computer graphics and learned proficiency in Autodesk Maya and Photoshop.

WORK EXPERIENCE

August 2021 – April 2022

Game Tester @ *Gamelogic Pte. Ltd.*

Project: Fishing with Friends

- Fishing with Friends is a casino-like mobile game, which produced the blockchain (crypto) and non-blockchain versions. It was released in Google's Play Store.
- Wrote numerous test cases for new features, and test plans for releases.

- Tested new features to ensure they are working as intended by the game designers or product owners and are also according to specifications.
- Vigorous functional, exploratory, regression and cleanroom testing of the game, following test plans, prior to deadlines and release, while constantly liaising with developers and designers.
- Monitored JIRA bug tickets.

November 2020 – August 2021

Junior Development Tester @ Ubisoft Singapore Pte. Ltd.

Project: Skulls and Bones

- Skulls and Bones is an upcoming AAA multiplayer games-as-a-service.
- Assigned to the World Systems team. Own the quality of new features, design changes and fixes that come from them, from implementation to pushing them onto the main branch.
- Primarily to ensure commits coming from my team do not cause blockers in the development process. We also provide analytical feedback.
- Responsible for creating and updating test cases for features related to World Systems, using Test Rails. Ensured accurate, coherent, and up-to date test cases for testers to follow.
- Triage and assigned JIRA tickets to the correct designers and programmers.
- Constant liaison with artists, developers and testers from other teams as well. Responsible for ensuring everyone is up to date with information that comes from World Systems.
- Participated in Divergence Testing, Sanity Testing, Smoke Testing, for the game when needed.

March 2016 – Jan 2020 (3 years 11 months)

QA Tester @ Super Free Games Pte. Ltd. (formerly Jackpot Interactive, 12 Gigs)

- Became **QA Lead** in 2019. Led a team of QA Testers and oversee QA operations in Singapore team:
 - I made daily decisions of what should be done for the day and came up with prioritized tasks for the team, based on QA work done from the San Fran team.
 - Guided the QA team on overcoming difficult testing procedures, solves problems encountered, and ensures accurate and up-to-date crucial information is provided to the team regularly.
 - Maintained hardware (test devices) and software (Unity) tools used for testing.
 - Conducted regular meetings with San Francisco team, between local departments to ensure everyone is on track.
 - Conducted post-mortems after every new engine release. Company adopts Continuous Release development flow from the Agile Kanban methodology.
- As QA Tester, I have tested more than 15 mobile games on various Android and iOS devices. Games consist of casino-style and casual mobile games. Used JIRA for issue reporting
- Primarily did Development Testing (functional testing) of new features. Analyzed features and prepared test plans for functional testing and then for Release Testing.
- Ensured new features are of high quality and according to specifications before being pushed to main branch.
- Constant liaison with product managers, developers, and designers during development testing to ensure everyone is in sync with design intentions and specifications.
- Created and updated documentation of various testing procedures on a constant basis.

Also created automated spreadsheets (mostly for the game economy).

- Aside from testing client-side, I have also tested social and online features related to server-side. Ensured data fed from backend to multiple clients is reflected accurately, and vice versa.
- Handled Release Testing, Sanity Testing and Live Testing for release stage. Outside of which I did exploratory, regression, cleanroom and ad hoc testing.
- Also handled entire Localization testing and processes for all the games.

May 2015 – Feb 2016

Unity Developer @ *12 Gigs Pte. Ltd. (now Super Free Games, same company as above)*

- Developed casino-style mobile games like Slots, and Bingo using Unity 4 in C#.
- Developed 10 new features for those games. Mainly front-end and UI logic.
- Lots of bug-fixing. Each day we had to clear as many JIRA bug tickets as we could.