Curriculum Vitae

MARK MCMANUS

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PERSONAL PROFILE

An accomplished QA / Test Engineer with 9 years of experience working primarily on game development projects. Extensive background in manual and automated testing, with a hands-on approach to working with designers and developers across the full games development lifecycle to translate requirements into effective test strategies for implementation. Well versed in supporting QA processes from early design validation through to final release in Agile environments, ensuring stability, performance and alignment with player expectations as well as project goals.

EXPERTISE, KEY SKILLS & COMPETENCIES

- Strong background of operating within and leading test / QA teams with a deep understanding of the full games testing life cycle and software development life cycle (SDLC).
- Designing and executing test plans, cases and scripts for gameplay, UI / UX, performance and compatibility.
- Extensive experience in functional, usability, performance and regression testing across platforms including PCs, consoles, mobile (iOS, Android), VR, Stadia, Luna, Steam and Epic (Expert).
- Identifying, logging and tracking defects across various game builds, utilising industry standard bug tracking tools.
- Utilising automation tools / frameworks where possible to streamline repetitive testing processes and improve coverage.
- Collaborating closely with developers and team members to verify fixes, ensuring games meet quality standards.
- Providing QA reports and metrics to stakeholders, supporting data-driven decisions throughout development cycles.
- Technical proficiency / knowledge in game engines including Unity, Unreal Engine 4/5, CryEngine (Expert) and bug tracking and testing tools such as JIRA, Devtrack and Testrail (Expert).

CAREER TO DATE

Director – Ki10 Games   Apr 2024 – Present

- Leading design efforts by developing core gameplay systems and narrative direction, whilst continuously refining player experience based on internal vision, feedback and market expectations on an independent game.
- Taking ownership of programming of the game, including debugging complex issues, optimising performance across platforms and integrating 3rd party tools and frameworks.
- Creating and executing test plans, cases and scripts to ensure optimal coverage of scenarios, performing testing in line with requirements and following up on bugs for resolution.
- Maintaining a detailed QA knowledge base including test data, known issues, test environment configurations and platform specific behaviours.

Senior Mobile QA Tester – Unity   Nov 2023 – Apr 2024

- Led QA efforts across multiple mobile projects for iOS and Android, ensuring high performance and stability.
- Designed and implemented detailed test plans and test cases with a focus on achieving optimal performance, memory usage, battery consumption and overall app responsiveness.
- Managed end-to-end testing workflows from requirements analysis to final sign-off, ensuring full test coverage and alignment with mobile game development milestones.
- Conducted device compatibility and fragmentation testing across a wide range of screen sizes, OS versions and hardware specs to ensure consistent UX.
- Generated comprehensive QA reports and dashboards, provided actionable insights to stakeholders and supported go / no-go release decisions.
- Mentored junior QA testers, promoted best practices and improved test documentation as well as bug reporting

standards across the team.

- Drove testing sessions to uncover hidden issues and assess player experience quality in real-world scenarios.
- Ensured compliance with Apple App Store / Google Play requirements, including all aspects of privacy and security.

Senior QA Tester – The Breach Studios   Apr 2023 – Nov 2023

- Led and coordinated the QA team to oversee test execution and ensure consistent quality standards across multiple game development projects.
- Designed and implemented end-to-end test strategies for both internal and external QA teams, aligning testing goals with project milestones and studio quality benchmarks.
- Managed the development of test scenarios / conditions, test scripts, test cases and test procedures as required.
- Oversaw testing coverage across game mechanics, UI / UX, narrative flow and performance across platforms.
- Implemented test approaches and plans for assigned deliveries, and worked closely with all project and business stakeholders to achieve core objectives.
- Implemented defect management processes to enable the management of defect tracking and reporting.
- Undertook prioritisation of workloads, drove team engagement and delivered status reporting to management.
- Contributed to retrospective reviews and offered QA insights to refine future testing strategies.

QA Tester – 22 Cans   Nov 2021 – Apr 2023

- Worked within the Development Team as the primary QA contact for 'Legacy', ensuring tight feedback loops and rapid issue resolution throughout production phases.
- Developed and executed targeted test strategies focused on core gameplay, simulation mechanics and progression systems to ensure feature stability and balance.
- Coordinated with external QA teams to align testing priorities and verify reported issues against benchmarks.
- Managed the full lifecycle of bug reporting including triaging, logging, reproducing and tracking issues using structured documentation and defect tracking tools.
- Provided continuous feedback on design implementation and user experience, contributing to iterative improvements.

EARLIER CAREER SUMMARY

QA Tester – Merge Games	**Mar 2021 – Nov 2021**
QA Technician – Creative Assembly	**Apr 2020 – Mar 2021**
Development QA Tester – Supermassive Games	**Feb 2019 – Feb 2020**
QA Tester – Team 17	**May 2018 – Sep 2018**
QA Tester – Sony Computer Entertainment WWSQA / Supermassive Games	**May 2017 – Jan 2018**
QA Tester – T.T. Games	**Mar 2016 – May 2017**

QUALIFICATIONS

Level 4 & 5 Games Development – Hopwood Hall College	**2015**
BTEC Level 3 Games Development – Hopwood Hall College	**2013**
AS Level: English and ICT – Middleton Technology Sixth Form	**2011**
6 GCSEs / Higher IT Diploma – Middleton Technology School	**2010**

References available upon request.