

# EDDIE STUBBINGTON

*QA Tester at Rocksteady Studios*

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## Rocksteady Studios

May 2019 - Present

### QA Tester

Working as an embedded development Quality Assurance Tester at Warner Bro's London Studio Rocksteady.

During this time I've mostly worked on performance based testing and expanding the Automation framework with C++ Tasks. I have also created Dashboard websites to monitor build health across the studio for the project using the Bootstrap web framework.

## Criterion Games (EA)

March 2017 - May 2019

### Quality Analyst

Worked as an embedded development Quality Analyst at EA's UK Studio Criterion Games.

Projects:

Unannounced project (April 2019 until May 2019)

Battlefield V's Firestorm game mode (April 2018 until April 2019)

Burnout Paradise Remastered (Jan 2018 until April 2018)

Star Wars Battlefront II including Live Service (March 2017 until Jan 2018)

As a part of my work at EA/Criterion I:

- Owned DevQA Testing for multiple feature areas.
- Managed & Organised Cross Studio / Local Playtests.
- Volunteered to help with & attend events. (E3 2017 & Gamescom 2017)
- Assisted with Influencer Capture Sessions.
- Assisted other DevQA Members with other feature areas.
- Been a POC for CoreQA regarding any inquiries for my feature areas.
- Assisted Dev's with troubleshooting kit problems and reproducing bugs.
- Created & Maintained Documentation/Schedules CoreQA require for testing on confluence.
- Tracked current status of my feature areas in the game across all platforms.
- Created/Managed Online Servers including LAN at events.
- Updated Test Scripts on DevTest.
- Logged Bugs into JIRA.
- Attended Daily Standups.
- Performed Network Focused Tests across the game.
- Run smokes both in-game and using Frosted (Game engine)
- Owned & Tracked Performance across the modes
- Helped maintain the test ranges using FrostEd Blueprints/Editor

## VMC (A Keywords Studio)

August 2015 - August 2018

### QA Tester

At VMC I tested and provided feedback for PC, PS4 and Xbox One AAA Multiplayer games to helped the development teams improve the games before launch. This is an ad-hoc role.

## Gaming Masters

March 2008 - April 2018

## TDB Fusion

April 2016 - March 2017

## Design Masters

06-2015 - 08-2018

## Gitlab

03-2018 - Present

## Editor In Chief/Founder

Gaming Masters was a news and reviews media outlet, that I created from scratch. In this role, I managed our team and created content on the site. I also established hundreds of connections with development teams and publishers across the world to further expand our content with review codes, press releases and sponsorships.

## QA Apprentice

TDB Fusion provides companies with the ability to achieve vendor-neutral unified service management and full data centre infrastructure management (DCIM) to control and manage IT and building assets.

As a part of my apprenticeship, I tested our product Federos.

Responsibilities included:-

- \* writing and executing functional tests
- \* executing regression tests
- \* creating shell scripts
- \* creating and maintaining defect/bug reporting in JIRA
- \* performance and security testing, and automated testing for regression and performance.

Achievements

- \* The installation of Federos was not as quick as it could have been, so I created shell scripts which enabled the software to be installed more quickly and efficiently.
- \* Helped with the SoapUI Automation Project so we had more testing coverage of our REST Routes across our product
- \* Created and Managed a Jenkins Box for the SoapUI Testing to increase our Continuous Integration Coverage

## OTHER PROJECTS

### Freelancer

During this time I offered my WordPress, coding and photoshop skills on website's like Fiverr, using the gig based market. By the end of my freelance work I'd built up a name for turning around tasks swiftly and before deadlines with positive reviews.

### Community Contributor

Helping maintain the open source Gitlab project, mainly covering the website and documentation of the CE/EE projects.

Achievements and notable mentions:

- I was one of the top contributors in 2018 - <https://about.gitlab.com/community/top-annual-contributors/>
- I lead the rework of the onboarding structure to make it easier for people to get started contributing.
- Attended Gitlab Commit London 2019 as a community contributor. Was interviewed about my history with Gitlab.

## Quality Assurance

# SKILLS

Since August 2015, I have been testing Video Games and Software in both Ad-Hoc and Full Time Roles across a variety of platforms.

## JIRA

Since working at TDB Fusion, I have used JIRA and other Atlassian products on a daily basis. Both for personal and professional projects.

## Programming

I have been teaching myself a variety of programming languages. Recently I've been focusing on PHP, C++ and Python, however have worked with Java, Ruby and Javascript. My previous background is with WordPress, HTML and CSS. My personal website ([edstub.co.uk](http://edstub.co.uk)) I have created/maintained myself using Gitlab + HTML.

## Automation

A skill that I learnt at TDB Fusion was Automation. I used SoapUI for this which greatly increased our automation coverage for the product. At TDB I used Selenium and have created some test cases using FrostEd (EA's Game Engine). More recently, I have created tests internally and expanded the framework at Rocksteady.

## Piggott Secondary

2010 - 2015

# EDUCATION

## GCSE's

During my time at The Piggott School I participated in a variety of different subjects working towards my GCSE Qualifications.

7 GCSE's A\* - D