EDDIE STUBBINGTON

Software Engineer at Splash Damage

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WORK EXPERIENCE

Splash Damage
Nov 2020 - Present

Associate Software Engineer

Working as an Associate Software Engineer at Tencent's Bromley-based studio, Splash Damage. Primarily focusing on Test Automation, before switching to Build Tools & Pipelines.

During my time at Splash Damage, I have::

- Created & Maintained TeamCity Pipelines.

- Suggested and acted upon TeamCity, Tool, Web & Test Automation improvements.

- Taken ownership and driven forwards key areas where ownership was previously lacking.

- Driven & suggested workflow improvements.

- Provided support to other members of the build & automation team.

- Discussed, Documented, communicated, and deployed changes.

Some of the technologies I used are:

C#, Docker, Python, Powershell, C++, XML, HTML, CSS, Blazor, Bootstrap, TeamCity, Typescript, Gitlab, Visual Studio, Rider for Unreal Engine, Perforce, Unreal Engine, WPF, Asp.net, Linux, AWS, and more.

Further details can be provided upon request.

Rocksteady Studios
May 2019 - Nov 2020

QA Tester

Worked 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 Internal Automation framework with C++ Tasks.

Project:
Suicide Squad: Kill The Justice League - PC, PS5, and Xbox Series X.

Further details can be provided upon request.

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) - XONE/PS4/PC
Burnout Paradise Remastered (Jan 2018 until April 2018) - PS4/XONE.
Star Wars Battlefront II including Live Service (March 2017 until Jan 2018) - XONE/PS4/PC

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.

Further details can be provided upon request.

OTHER PROJECTS

Gitlab

03-2018 - Present

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.

SKILLS

Quality Assurance

Since August 2015, I have been in quality-focused roles. These have been in Software & Video Games. On an Ad-Hoc basis for mobile platforms, along with full-time on PC & Consoles. Covering multiple console generations.

Programming

As a self-taught programmer, I have a huge drive for learning and improving my knowledge wherever possible, so that I can stay up to date with the latest tech stacks available in game development. My main focus in recent times has been in C++, with some work covering other languages such as C#, Rust, Python, and Typescript.
Prior to joining games, I had a background in web development (WordPress & Bootstrap) with Javascript, HTML, CSS, PHP, and other languages.
More details can be provided upon request.

JIRA

Since 2015, I have used JIRA and other Atlassian products on a daily basis. Both for personal and professional projects.

Automation

A skill that I learned prior to joining the games industry, was Automation. This was using SoapUI & Selenium.
Since joining games I have created Automation tests within both FrostEd & Unreal Engine. At Rocksteady, I expanded the internally created Automation Framework. While at Splash Damage, I was the first hire into an Automation Role, where I focused on driving forwards Automation for the project/studio using the Unreal framework.

EDUCATION

Piggott Secondary
2010 - 2015

GSCE'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