# EDDIE STUBBINGTON

*Automation Engineer at Splash Damage*

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# WORK EXPERIENCE

**Splash Damage**
Nov 2020 - Present

### Associate Automation Engineer

Working as an Associate Automation Engineer at Splash Damage.

More details will be added when possible.

**Rocksteady Studios**
May 2019 - Nov 2020

### 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.

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

**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.

## Gaming Masters

March 2008 - April 2018

### 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.

This was apart of my wider network of sites as a part of Masters Network which existed during the same period as GM.

## TDB Fusion

April 2016 - March 2017

### 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.

During this period I tested the product Federos and helped build Automation using Jenkins, SoapUI. Postman and other tools that assisted development. I also found, entered and regressed bugs for releases prior to releases across multiple versions of the product at the same time.

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 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) 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.

# 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