

# 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.

Details of the role, achievements and responsibilities will be added when possible.

## 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

## 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

### Editor In Chief/Founder

March 2008 - April 2018

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.

## 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.

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

## 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.

## Development

I have been teaching myself a variety of programming languages. Currently, I have limited knowledge in C++, Java and Javascript. I also have a background of HTML and CSS. My personal website (edstub.co.uk) I have created/maintained myself using Gitlab + HTML. I am keen in furthering my programming skills.

## JIRA

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

## 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. I also used Selenium and have created some test cases using FrostEd (EA's Game Engine)

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