

EDDIE STUBBINGTON

Build Engineer at Sharkmob (London)

London, United Kingdom

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WORK EXPERIENCE

Sharkmob (London)

July 2022 - Present

Build Engineer

Working as a Build Engineer at Sharkmob (London), part of Tencent.

Sharkmob is currently "Giving life to two new universes" and released Vampire: The Masquerade - Bloodhunt in 2022.

Hired as the first Build Engineer in London, one of the first 60 at the studio.

Splash Damage

Nov 2020 - July 2022

Associate Software Engineer

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

Key areas of focus:

- UnrealGameSync
- Robomerge
- Internal Tooling
- Internal Builds
- Infrastructure Config & Management (Both manual and IAC)
- Internal Deployments
- Support
- Sentry integrations in tooling

Projects:

- Unannounced

Tech Stack:

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, Traefik, Ansible, Grafana 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 my focus was 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.

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.

OTHER PROJECTS

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

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