



# EDDIE STUBBINGTON

Senior Release Engineer at Activision

London, United Kingdom

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## SUMMARY

Hello! I'm Eddie, I have been a Build Engineer since late 2020 with a focus on Unreal Engine Pipelines and Processes, I'm keen to ease the friction developers encounter during development to help make sure projects are released at the highest quality.

## WORK EXPERIENCE

### Activision

December 2024 - Present

#### Senior Release Engineer

As part of the Release Management Group at Activision, my role focuses on PC Releases across Steam, Battle.net and the Microsoft Store.

Key areas of focus:

- Production Deployments
- Internal Deployments
- Suggesting and implementing improvements within the RMG Team for workflows + systems
- Sharing knowledge from the above improvements amongst a small but growing team.
- Internal Tooling, such as a rewrite of an internal web portal that is critical to the business.
- Implementing Ci/CD Workflows into the above tool using Github Actions.
- Main point of contact for Release Engineering during UK business hours.

Projects:

- Tony Hawk's Pro Skater 3+4 (Due to release 11th July 2025)
- Call of Duty: Black Ops 6 (Live Service, Including Warzone)
- Activision PC Back Catalogue (Security fixes and ports to new storefronts, such as MS Store)
- Diablo IV (Live Service) - Assisting Blizzard with Steam Releases.
- Overwatch 2 (Live Service) - Assisting Blizzard with Steam Releases.

## Sharkmob (London)

January 2023 -  
November 2024

## Sharkmob (London)

July 2022 - January 2023

## Splash Damage

Nov 2020 - July 2022

## Build Engineer II

In my position as a Build Engineer II, I continued on from my previous areas of focus as a Build Engineer. With the following additions:

- Hardware acquisition including discussions regarding budgets
- Interview process for prospective Build Engineers joining the team
- Future planning towards future phases of project development
- Knowledge sharing across the studio about best practices and Industry Developments with new releases such as Unreal Engine drop, including attending Unreal Fest Seattle 2024.

## Build Engineer

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

Key areas of focus:

- All Epic Games Tooling (UGS, Robomerge, Horde, Studio Analytics etc...)
- Custom Internal Tooling
- Internal Builds & Deployments
- Infrastructure Config & Management (Both manual and IAC)
- Performance Strategy and Infrastructure
- Unreal Engine Integrations
- Sentry (Both Tooling & Unreal Engine Project)
- Build Processes and Procedures
- Build Health & Support

Projects:

- Unannounced - Cancelled Project

## 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

- Some Epic Games Tooling (UGS + Robomerge)
- Custom Internal Tooling
- Internal Builds
- Infrastructure Config & Management (Both manual and IAC)
- Internal Deployments
- Support
- Sentry integrations in tooling

Projects:

- Transformers: Reactivate
- Unannounced

# PRIOR EXPERIENCE

Prior to my work in Build Engineering, I also worked in Quality Assurance in both Software & Games for a number of years. If you are interested in more details about this experience please reach out.