EDDIE STUBBINGTON

Build Engineer II at Sharkmob (London)

London, United Kingdom

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WORK EXPERIENCE

Sharkmob (London)
January 2023 - Present

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

Sharkmob (London)
July 2022 - January 2023

Build Engineer

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

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

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)
- Perforce Strategy and Infrastructure
- Unreal Engine Integrations
- Sentry (Both Tooling & Unreal Engine Project)
- Build Processes and Procedures
- Build Health & Support

Projects:

- Unannounced - Cancelled Project

Tech Stack:

C#, Docker, C++, HTML, CSS, Blazor, Bootstrap, TeamCity, Horde, Typescript, Gitlab, Visual Studio, Rider for Unreal Engine, Perforce, Unreal Engine, Asp.net, Linux, GCP, Traefik, Ansible, Grafana and more.

Further details can be provided upon request.

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

- 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

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

Key areas of focus:

- 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

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

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