

# Joseph Skinner

AAA Experienced Games Tester  
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## EXPERIENCE

### Respawn Entertainment, Southam — QA Tester

November 2022 - June 2024

Responsible for the testing of Apex Legends (Seasons 16-21). It was my job to execute test runs using Testrail, report bugs and discrepancies on Jira, and develop automation programs using Script Runner. I worked on PC and the Nintendo Switch, working with their respective development softwares. I also communicated regularly with the developers to bring forward suggestions and design documents that were later implemented into the title.

### Massive Entertainment, Remote — Voluntary QA Tester

November 2023 - Present

Volunteering to playtest upcoming titles from Massive Entertainment's partners. Playing as an end-user, I report bugs and give written feedback before the project's release to the public.

### Tesco, Kent — Customer Assistant

September 2018 - September 2022

This role developed my communication and teamwork skills that have been carried forward into future work.

## EDUCATION

### Bournemouth University - Games Software Engineering

August 2019 - June 2022

I received a First Class Honours Degree in Games Development, where I utilised my programming and game design skills in my various projects. I created a procedural generation tool and accompanying survival game, a Roguelike RPG, a basic game engine, pathfinding AI, physics simulations and Text-based games.

### Maidstone Grammar School, Kent — Computer Science, Physics and Film Studies A-Levels

September 2011 - July 2018

Three A-Level and Eleven GCSE certificates all Graded between A\* and C.

## SKILLS

C# / C++

Script Runner#

QA Testing

UI Design / Programming

Gameplay Programming

Procedural Generation

Agile Team Framework

## Software

Unity Engine

Visual Studio

Unreal Engine

Slack

MS Teams

TestRail

Confluence

Github

## Hobbies

Squash (County Player and University Captain)

Narrative Writing

Music Production

RPG / JRPG Games

Competitive FPS Games