Thomas Whitelegg
Functionality QA Tester

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📍 Stoke-On-Trent, Staffordshire, UK

Personal Summary

With a naturally curious and detail-oriented mind, I am a driven QA Tester who has 2 years of experience in the field and is very adaptable to different QA workflows. I have worked as both a functionality tester, identifying bugs and writing detailed bug reports, as well as an accessibility tester ensuring that the UX of the game is understandable to all players.

Contact Me

🌐 **Portfolio**: https://whitelegggthomas.wixsite.com/whitelegg-gamedesign

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Education

BSc Computer Games Design – First Class Honours

Staffordshire University

SEPT 2021 – MAY 2024

Staffordshire University has one of the highest accredited games degrees in the UK, it motivated me pursue my passion in Systems Design. Staffs taught me the importance of working towards deadlines & developing through iteration. Some modules taught are:

- Final Games Development Project – **99%**
- Prototyping For Technical Designers – **97%**
- 3D Games Design & Development – **93%**
- Game Interface Design & Implementation – **84%**
- Emergent Games Technologies – **95%**

Media: Creative Digital Technologies

Barton Peveril Sixth Form College

SEPT 2019 – MAY 2021

Barton Peveril was my introduction to media production and was the course that set me down the path towards Game Development & Virtual Production.

Skills

Bug Testing

Identifying Game & Logic Errors In-Engine.

Communicating Bug Severity & Replication.

Accessibility Testing for Inclusivity.

Writing QA Documentation & Bug Reports.

Familiar with QA Workflows (LQA, FQA).

Reviewing Blueprints for Logic Errors.

Production

Managing GitHub Repositories.

Conducting Player Testing Sessions.

Leading Weekly Dev Sprints.

Communicating between Departments.

Game Design

Writing Design Documentation.

Designing to Engage & Immerse Players.

Considering Game Feel & Feedback.

Iterating for Natural 3 C's Design.

UX Laws for Intuitive Gameplay.

Software Skills

Confluence & Jira.

Excel & Google Sheets.

Unreal Engine 4 & 5.

Machinations & Draw.io.

Whimsical & Photoshop.

Personal Skills

Detail-Oriented & Self-Motivated.

Strong Leadership & Interpersonal Skills.

Enthusiastic to continue Learning & Growing at my craft!

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Experience

Slap It Together – Internal QA Tester

Head Tilt Games

- A **Multiplayer Horde Fighting Game.**
- Worked with a team of **QA Testers** to identify bugs in the **Unity Engine.**
- Reviewed and approved the **GitHub pull requests** from Technical Designers.
- Wrote **bug reports** which covered bug severity, replication & possible causes.
- Managed some **team testing sessions** to identify both Solo & Multiplayer Bugs.
- Used both **GitHub and Sourcetree** for repository management.

Hordible – Lead Designer & Producer

Collaborative Module Games Jam 2023 – We Tried Games

- An **endless horde shooter** with a focus on doom-like movement.
- Won "**Best Pick-Up & Play Experience**" & "**Game Of The Year**" for the collab awards 2023.
- Helped manage the **Internal QA Team**, identifying & fixing bugs in-engine.
- Ran the **public QA testing** event to collect data to use in development.
- **Analysed** the Collected Data & Compiled it into **Quantitative/Qualitative Data** to be reviewed.
- Managed tasks & sprints on **Jira**, while also holding **weekly sprint retrospectives**.

Fortune Detective – Gameplay Designer

The Case of the Thinky Games Jam – Blue Meeple Games

- A first-person **detective game** where players must find all the evidence before the time limit.
- Reviewed the **blueprints** of other **Technical Designers** to find issues & fix them.
- Used Unreal's **optimisation views** to find textures, lighting & meshes that affected performance.
- Organised **Blueprint Classes, Objects & References** to improve efficiency.
- Oversaw the development of the project to ensure the **game jam deadline** was hit.

Interests

Urban Exploring & Hiking **Playing Pool** **Reading Non-Fiction** **Cooking**