

Matthew Humphrey

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An experienced QA Manager working in house with multiple production teams. Also experienced working with leading international AAA companies in the Games Development and Digital Media industries. With an in depth knowledge of development processes, especially in user generated content, I have the ability to provide great experience in creating high quality titles and products.

KEY STRENGTHS

- Confident, with a deep affinity and passion for games and digital media.
- Flexible, adaptable and solution orientated.
- Attention to detail and creative implementation of processes.
- Motivated by building, developing and maintaining internal and external relationships.

ACHIEVEMENTS

- Maintaining update cycle to one of the most popular games on the mobile market, Subway Surfers
- Bringing three new IPs from start to finish through the QA process to release.
- Contributed to Testology's awarding winning QA services (Develop and TIGA awards).
- Assisted with planning and execution of testing in multiple AAA development studios including Media Molecule, Double 11 and Sumo Digital on the multi awarding winning LittleBigPlanet franchise and Crytek on Xbox One launch title Ryse.
- Lead and managed talented QA teams from 3 to 10+ people.
- Lead and contributed to many iOS and Android titles all with successful first time submissions through their relative platforms.
- Knowledge of development process including SCRUM, software and bug databases including: Unity, Visual Studio, DevTrack, Microsoft Product Studio, Hansoft, JIRA and Mantis.

CAREER DETAILS

May 2015 - Present

QA Manager

Kiloo

Game development studio focusing on Free-To-Play games for all major mobile platforms.

Key responsibilities included:

- Maintaining quality of existing and legacy titles.
- Insuring quality of new titles to release and updates.
- Implementation and management of testing standards.
- Working with external partners to co-ordinate testing.
- Liaising with multiple production teams to facilitate their testing needs.
- Communicating with external developers across different countries.
- Developing the QA department within the company.

Titles of games managed:

- Subway Surfers
- Tank Headz
- Dawnbringer
- Spellbinders
- Legacy Titles: *Smash Champs, Stormblades, Frisbee Forever 1 & 2*

September 2007– April 2015

Lead Quality Assurance Tester

Testology Limited

Quality Assurance and Testing Consultancy Company.

Key responsibilities included:

- Planning, creation and implementation of testing protocols and documentation.
- Compliance and functionality testing.
- Liaising with multiple departments through written and verbal communication.
- Providing feedback and consultancy on projects.
- Integrating new personnel within an existing team.
- Training and developing skills of team members.
- Motivate and provide direction for in house testing teams.
- Working in house with international developers.

Title of games tested:

- LittleBigPlanet franchise (PS4, PS3 and PS Vita) – Multiple Developers
Worked in house with Sumo Digital (LBP 3), Media Molecule (LBP 1 and LBP 2), Double Eleven and Tarsier Studios (LBP Vita).
- Ryse: Son of Rome (Xbox One)– Crytek Frankfurt
Worked in house with Crytek at their development studio in Frankfurt, Germany.
- Fable franchise (Xbox 360) – Lionhead Studios
Worked in house with Lionhead Studios in Guildford, UK on the development of both titles.
- Rail Simulator franchise (PC) – RailSimulatorDev
Worked in house with RailSimulatorDev in Guildford, UK for Railworks and Chatham, UK for TS2012.
- PSN and XBLA games.
- iOS and Android applications
- Websites

QUALIFICATIONS

Diploma from the University of Edinburgh in Physical Geography

A. Level: Geography, Maths, Sports Science. Grades B, C, B

G.C.S.E.: 10: Grade A-B

Duke of Edinburgh Bronze award

PERSONAL INTERESTS

- Keeping fit and physically active through weight training, Crossfit and rugby.
- Completed various courses from HTML5 to Javascript on Codecademy.com.
- Currently learn game development tool Game Maker Studio by Yoyo Games.
- Expanding knowledge in video capture and editing (Adobe Premiere Pro and After Effects).
- Take a keen interest in keeping up to date on current technology and researching and building gaming PCs.
- Enjoy playing games on different platforms and various genres for example action and adventure, FPS, RPG and point and click games.

REFERENCES

Jamie Pendleton – Testology Ltd – Project Manager
Tel: (+44) 1252 345850
Email: jpendleton@testology.co.uk

Gary Moore – Sumo Digital – Director of Development
Email: gmoore@sumo-digital.com

Gareth Harding – Media Molecule – QA Manager
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