

Shauni Maple BSc

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Profile

I am a punctual, intelligent and self-motivated person with great communication skills, and the ability to use initiative to realise personal goals and ambitions. I am extremely hard working, well organised, helpful, and an enthusiastic team member. I am very proud of my organisational skills and timeliness. I feel I would be a great asset to any team of employees in the workplace. I am very passionate about gaming, and have participated in many quality assurance tests (usability and game play testing), as well as voluntarily leading a group of 10 testers, during social games testing for iPlay.

I have always been interested in video-games since a young age; my favourite genres of games vary, I usually love most Platformer, adventure, RPG (mainly Japanese style) and RTS games. However I am always open to playing any genre of games; I feel you can never judge a game based on its genre; you never know what unique mechanics the games may have.

Key Skills

- 1 year of professional games industry experience.
- Quick and efficient at learning, and using new tools/programs.
- ICT literate; able to use a computer fluently, as well as using various types of software and programs at a strong level.
- Confident and friendly.
- Great eye for detail.
- Able to work independently and as part of a team.
- Excellent attendance and punctuality records.
- Thrives under pressure.
- Strong English and Mathematic skills.
- Experience working as a QA Engineer/Tester; voluntary and paid.

Education

The University of Bolton 2009 - 2012 | Games Design BSc

First Class Bachelor of Science with Honours

The East Northants College 2007 - 2009 | A - levels

Business (D)

Psychology (D)

ICT (E)

General Studies (E)

The Rushden Community College 2002-2007 | GCSEs

Japanese (A) French (B) English language (B) English literature (B)

Adult literacy and numeracy (Pass/B) Applied ICT (B/B) R.E. (C) German (C)

Applied science(C/C) Maths(C)

QA Experience

QA Tester

- *Grand Theft Auto Online - PS3 (Rockstar North)* Tested from Sept – Nov 2013
- *Grand Theft Auto V - Xbox 360 and PS3 (Rockstar North)* Tested from Jan – Sept 2013
- *Vesuvia (iPlay)* Tested from Jan – Feb 2011
- *Dahlia: Dying for Daylight (iPlay)* Tested from Jan to Feb 2011
- *Bubble Town: Party Planet (iPlay)* Tested from Nov 2010 to March 2011 – VOLUNTARY
- *Bloom Town (iPlay)* Tested from Nov 2010 to March 2011 – VOLUNTARY
- *Spectrum Shock (Boxfrog games)* Tested throughout June to Sept 2010 – VOLUNTARY

Usability/Focus Tester

- *DiRT Showdown (Code Masters)* Tested on the 3rd Feb 2012–VOLUNTARY
- *MotorStorm RC (Evolution Studios)* Tested on 6th Dec 2011–VOLUNTARY
- *Unannounced game* Tested on 25th Nov 2011–VOLUNTARY
- *Dream Day True Love (iPlay)* Tested on Nov 20th 2010 - VOLUNTARY
- *Hydrophobia (Dark Energy Digital)* Tested on Nov 3rd 2010 - VOLUNTARY
- *Downtown secrets (iPlay)* Tested on Oct 24th 2010 - VOLUNTARY
- *The Women's murder club (iPlay)* Tested August 2010 - VOLUNTARY
- *The Great Gatsby (iPlay)* Tested June 2010 - VOLUNTARY
- *Agatha Christie (iPlay)* Tested May 2010 - VOLUNTARY
- *Buried in Time (iPlay)* Tested March 2010 - VOLUNTARY
- *Deadtime stories (iPlay)* Tested Jan 2010 - VOLUNTARY

Level Editor Experience

- *Source SDK (Left 4 Dead 1 & 2, Half Life 2)*
- *Unreal tournament 2004 and 3 editor*
- *Cry Engine3*
- *Unity*
- *3D Studio Max/Maya*
- *JIRA/In-house bug reporting software*
- *Fiddler2*
- *Adrift (Text adventure game creator)*
- *3DRad*

Previous work experience

Part-time Lecturer at the University of Bolton (January – May 2014)

I was approached by my former tutors at the University of Bolton, and was asked if I'd like to do some part-time teaching for the Games Design course for one semester. Despite it being a part-time position, I helped deliver the 'Mechanics and Metrics' and 'Advanced Level Design' modules.

As a part-time lecturer, I had to prepare work and activities for students to use in weekly lab sessions, in addition I would hold a drop-in session for students once every week, where I could help and guide them through their work. I would also give students critical and detailed feedback on their assignment work to help them achieve the highest grade.

QA Tester at Rockstar North (January – November 2013)

Whilst working at Rockstar North, I focused on play-through testing in addition to general content testing; multiple tasks would include working together in small teams to test content in the game. Whilst testing I documented any bugs that I found, with steps on how to recreate the bug. In addition I would also investigate certain bugs using debugging tools, to try and provide more information about the bugs.

I gained a lot of industry experience working here, and I feel that working here has helped me to improve my team working skills.

Sales Assistant at GAME (October 2011 to January 2013)

Whilst working at GAME, I focused on customer service whilst using my knowledge of current gaming trends to help customers. In addition, I always kept myself updated on any new trends and technology developments within the gaming industry, so I could share this knowledge with customers of GAME. My roles included: serving customers through the tills, general cleaning duties, helping and providing customers with great quality customer service.

QA Engineer at iPlay (January – February 2011)

Whilst working for iPlay, I would complete daily game testing whilst working through specific tasks and report back to my lead throughout the day. I would communicate to my lead via Skype calls, and my lead would provide me with daily tasks, in addition to expecting daily reports from myself. Each day I worked, I was responsible for going through a build of a game, and looking for any bugs that may appear. When a bug or issue was found, I had to analyse the bug and create a detailed description on how to re-create the bug. This was done through word documents, and spreadsheets for each section of the game.