



# NATHAN TUBB

QA LEAD

## CONTACT

07341336692

nathanroberttubb@gmail.com

Southfields, London

[www.nathantubb.co.uk](http://www.nathantubb.co.uk)

<https://nathan1181.itch.io/>

[Nathan Tubb](#)

## EDUCATION

2017-2021 University  
SOUTHAMPTON SOLENT

- BA (Hons) Game Design
- 1st class honours (1:1)

2015 - 2017 A-Levels  
WILTSHIRE COLLEGE SALISBURY

- Level 3 Extended Diploma in Create Media and Games Design
- Triple Distinction (DDD)

## SKILLS & SOFTWARE

- Project Management
- Onboarding/Mentoring
- Interdepartmental Communication
- Blackbox, integration, performance, End to End, Regression, System and Smoke Testing.
- Test Planning, Overseeing Progress, Release Coordination
- Visual Scripting, C#, 3D modelling, animation & texturing.



## INTERESTS

- Fitness/Sports
- Skiing
- History

## PROFILE

Quality Assurance Lead with 3+ years of multiplatform development, accompanied by a background in games art and design studies. I have taken personal and professional products through production to release, co-ordinating with other disciplines to streamline the release pipeline and avoid holdups.

My current position requires me to plan the testing and approval of Ferals releases, tracking then reporting on progress to management and briefing on key areas of concern or notable advancements.

I also operate as a mentor to a wider QA team, monitoring our KPIs to identify or flag hold-ups in our process.

## EXPERIENCE

### Feral Interactive

June 2022 - PRESENT

#### Quality Assurance Lead

- Lead QA on Ferals first App Store Demo + IAP implementation on Alien Isolation: Mobile
- First release tester & now Lead QA on Total War: Warhammer III in co-development with Creative assembly.
- Lead on Total War: Rome and Medieval 2 - Mobile
- Lead on undisclosed first release project
- Handling interview candidates; providing them with feedback on remote tests & leading them through an in office test day.

### Feral Interactive

August 2021 - June 2022

#### Quality Assurance Tester

- Tasked with testing, refinement & sign-off of a re-developed Cloud Saves implementation for Total War: Medieval 2 Mobile. A system now used in all of Ferals Mobile ports.
- Senior Tester on Total War: Medieval 2 Mobile through initial development to release.
- Experience working a range of game genre, their UX and UI

### Afterthought LLC (The Isle)

June 2021 - August 2021

#### Volunteer QA Technician

- After Graduating, I joined a Volunteer QA team working under the developers for "The Isle", a dinosaur survival game on steam.
- This role involved responsibilities such as: Unit, ad hoc, regression and system testing, writing structured bug reports, reviewing community bug reports, improving/reviewing balance issues

### University

September 2018 - May 2021

#### Unity Game Development

- Dissertation Project "Imperium Games" won the Award for Innovation at the university's graduation event.
- Three man Project Hactivist, achieved over 280 downloads on [Itch.io](https://nathan1181.itch.io/).
- Solo Project Bunker Escape, achieved over 410 downloads on [Itch.io](https://nathan1181.itch.io/).

## REFERENCE

Available at Request