

Nathan Tubb

Design/QA Tech

Work Experience

- August 2021- Current**
 - QA Technician - Feral Interactive**

At Feral, I have gained Multi-Platform development experience across Windows, Mac, Linx, iOS, Android and Nintendo Switch. Now having the knowledge and experience of working on each for a range of projects & genres:

 - QA on Co-development with Creative Assembly on Mac and Linux ports of Total War: Warhammer 3.
 - Main QA member to work on Total War: Medieval 2 Mobile release from initial development through to post-release patching. Gaining experience of and contributing to the adaptation of the game for a touch screen interface.
 - Responsible for Unit testing and ensuring UX quality of re-developed Cloud Saves implementation for Medieval 2 Mobile, being the first time its advanced save handling was implemented on a project.
- June 2021- August 2021**
 - Volunteer QA Technician - Afterthought LLC (The Isle)**

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, adhoc, regression and system testing, writing structured bug reports, reviewing community bug reports, improving/reviewing balance issues and
- 2020-Current**
 - Game Developer - BLKOUT Studios**

Joined a student formed development team to produce Hactivist, a narrative driven adventure game that published in itch.io. I worked primarily as the Systems/Gameplay designer though also worked on levels and assisted with narrative development.

Education

- 2017-2021**
 - Southampton Solent University**

BA (Hons) Computer Games (Design) 1st class honours (1:1)
A three-year design-focused course that branched into both 2D/3D art and programming fundamentals. During this time I gained experience designing original projects, also learning about different production methodologies like waterfall and scrum. Here I found a passion for Gameplay and UX design, with it being a focus of my personal and group projects. The following are some achievements in this time:

 - Dissertation Project "Imperium Games" won the Award for Innovation at the universities graduation event.
 - Hactivist achieved over 240 downloads on [Itch.io](https://itch.io).
 - Solo Project Bunker Escape Achieved over 230 downloads on [Itch.io](https://itch.io).
- 2015-2017**
 - Wiltshire College Salisbury**

Level 3 Extended Diploma in Creative media and Games Design at a Triple Distinction (DDD).
- 2010-2015**
 - St Joseph's Catholic School**

9 GCSE's A* - C (B in maths).

Skills & Experience

- Blackbox, Integration, Performance, End to End, Regression, System and Smoke Testing
- Project Management
- Unreal Blueprints
- Gameplay, Technical, Level Design
- C# Scripting
- Teamwork
- Time Management
- Planning
- Communication

Software



About Me

I am a young, eager-to-learn individual with Design and Professional QA experience. Working in teams big and small, I have followed both personal and professional projects from pre-production through to full release. Furthermore working on maintaining them during patches and hotfixes.

I am passionate about what I do and love to soak up knowledge from those who have things to teach. My experience at Feral Interactive has given me the ability to quickly onboard to new workflows and tools. From the word go, I needed to acclimatise to multiple projects ranging from Windows/Mac to Mobile and Nintendo Switch, all of which have bespoke software & requirements. This also extends to the common SKUs associated with said platforms.

My recent Design bachelor's has given me up-to-date knowledge of design theory, documentation and workflow. As well as hands-on experience developing with a range of industry-standard software, taking several projects from pre- to post-production. All of which can be seen in my portfolio.

Contact

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Connect on Linedkin:



Check out my Itch.io:



References

Available on Request

Interests

- Video Games
- Snow Sports
- Movies
- History