



Portfolio

<https://danielzammit.me>

Profile

I was recently working with Ubisoft as development tester embedded with the tools team in Montreal, regressing and testing new features on one of the main proprietary game engines: AnvilNext. 3 years' experience in AAA development, with a background in system administration and technical support. Seeking senior/mid development tester, experienced game quality tester, CI/CD pipeline specialist and scripter roles. Currently I work at Betsson as a QA Engineer within the Zecure team working on the Rizk brand responsible for e2e automation testing. I am based in Malta.

I have always been fascinated by computer games. Initially this interest was targeted at playing games but eventually I wanted to discover how they were made and my interest in game programming took off. Game development is an exciting and continuously evolving area of technology that I would like to continue working in. Through other job roles in my life, I have acquired time management skills, perseverance, and commitment.

Technical Skills

Familiar software includes:

- Unity
- Visual Studio
- Git
- UE4
- JIRA
- TestRail
- Console Devkits
- C#/C++
- FMOD Integration
- SFML
- VirtualBox
- Visual Scripting
- Confluence
- Custom Engine Testing

I was exposed to C++ for approximately six months during my postgrad studies and I am working on improving my programming skills in my free time.

Understanding of OOP principles and implementation of internal game loop.

Implementation of gameplay mechanics identified in a game design document.

Employment History

Development Tester

Ubisoft Leamington

May 2023 – October 2023

- Working with the AnvilNext tools team located in Montreal as an embedded tester remotely to help reach mandates for current milestones.
- Keeping up to date with future work through upcoming sprints to determine impact on TSS agents daily smoke tests and investigating tools bugs.
- Creating detailed and accurate test plans for tools while assessing whether new tools should be added to daily testing.
- Provide feedback to enhance the tools experience and create JIRAs from user feedback.

Junior Development Tester

Ubisoft Leamington

February 2022 – April 2023

- Established direct communication with development teams within the studio and globally with co-dev partners.
- Perform regular smoke tests on proprietary engine and game builds.
- Validation of high-risk changes submitted as dev tests before they are integrated in the main branch to ensure stability and basic functionality.
- Plan tests and write test cases when required throughout the project lifecycle.

Functional QA Technician

Codemasters

June 2021 – February 2022

- Provide a dedicated, experienced resource that is completely focused on executing a broad range of operational test services to support our internal & external development teams.
- Produce well written bug reports detailing issues on assigned products, adherence to Codemasters requirements and 1st party compliance.
- Identify, isolate, regress and communicate issues effectively and efficiently through the bug tracking database, whilst updating and maintaining reported issues.
- Worked on two Dirt 5 Free Content Updates – Parts Unknown Playgrounds Update and Halloween Content Pack. Worked on an unannounced project slated for release in 2023.
- Setting up the test environment and performed functional testing for Grid Legends on Origin and Steam development mode.

Interests

VR and gameplay mechanics are huge interests of mine and the potential of what the industry can do with them is incredibly exciting, especially now that VR technology is more affordable. I am seeking a role that will allow me to be part of a dynamic team with the goal of developing a challenging and innovative next-gen game. I also enjoy learning about automation, pipelines and CI/CD management. Currently investing more time in learning Unreal Engine following courses by Tom Looman.

In 2016, I attended Gamescom. I had the opportunity to meet with industry game developers and trying out the most recent gaming prototypes, including games on VR platforms such as Space Pirate Trainer for the HTC Vive. Looking forward to attending again soon!

Formal Education

University of Abertay (September 2019 – September 2020)	
Computer Games Technology	MSc - First
University of Malta (September 2013 – September 2016)	
Business and Information Technology	BSc - Upper Second

Further Qualifications, Awards and Abilities

- Cisco Certified Network Associate (CCNA Routing and Switching) 2017
- Certified Linux Administrator (LPIC-1) 2018
- University of Malta Unity Game Design and Development 2019
- Games Job Live GameJam Winner 2020

References

Name: Adam Lavender

Position: Studio Production & QA Manager (Ubisoft Leamington & Ubisoft Reflections)

Contact: adam.lavender@ubisoft.com

Name: Simon Owen

Position: Lead QA (Ubisoft Leamington)

Contact: simon.owen@ubisoft.com