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|  | Stephen Mangold  Associate Technical QA Lead | | |  |
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| Contact The Coach House  Station Approach  Capel  Dorking  RH5 5HT  Steve85uk@gmail.com Education University of Central Florida  2012-2015  Bachelor of Arts – Digital Media: Game Design  Polk State College  2010-2012  Associate of Arts  Chichester College  2002-2006  National Diploma- Computing | | Profile I have 7 years of experience in QA: working on and leading development and QA in all aspects of game and software development, including tools QA, performance capture, content management systems, payment processing and software, back and front-end testing on web, Android, iOS, Xbox and PlayStation current and last-generation console family, PC, Android TV, and Fire TV. In addition to this, I have worked on modeling and animation in Maya as well as programming in Unity and Unreal including AI, collision detection, and animation integration. I pride myself in understanding all aspects of the project that I am working on as much as possible to be able to understand the potential issues that may occur as well as cultivating relationships with the developer so we may work together to achieve our goals. | | | |
|  | | *April 2022 - Present*  Associate Technical QA Lead • Hyenas • Creative Assembly  Responsibilities include leading the QA for the Tech area on Hyenas including console stability, performance benchmarking, testing proprietary developer tools, writing test cases. | | | |
| Software TestRail, Jira, Perforce, UnrealGameSync, Gamesparks, Devtrack, GitHub, Postman API, Cloudberry, PCE Build, River Live Telemetry,  MySQL, Visual Studio, Build Studio, Hansoft, Frankenbuild, Shift,  • Maya – 3D Modeling, MEL Scripting, Particle Effects, UV Mapping • Unity – Scripting (JavaScript, C#), 3D/2D Level Design, UI, Animation, Collision detection. • Unreal Engine 4/5 – 3D/2D Level Design, Blueprints, Behavior Trees, Blackboards, Materials, Animation Integration, debugging | | *2021 – March 2022*  QA Technician • Codemasters  Responsibilities include finding, regressing, and reproducing bugs on F1 2020/21 on Xbox One, PS4 Pro and PC and on Android and iOS for F1 Mobile Racing 2.  *2018 – 2020*  QA Manager • Freecast, Inc.  Management of the QA database, communication with and management of 10 developers and 2 testers across multiple apps/platforms including web/iOS/Android and FireTV, and communication with department leads and executives to execute the goals of the company. This also includes management of QA and development of the payment/CMS and account systems.  *2016 -2018*  QA Tester II • EA Tiburon  Embedded tester for Madden Companion App: provided departments and leadership with daily reports of progress, communicated with other studios and departments around the world including legal, compliance and QA Studios, third-party companies such as the NFL, and Franchise websites as well as finding and reproducing bugs. found, reproduced, and regressed bugs, and wrote test cases for new modes/features for post-launch patches. | | | |