Stephen Mangold
Associate Technical QA Lead

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

Software

TestRail, Jira, Perforce, UnrealGameSync, Gamesparks, Devtrack, GitHub, Postman API, Cloudberry, PCE Build, River Live Telemetry, Rad Tools, MySQL, Visual Studio, Build Studio, Hansoft, Frankenbuild, Confluence, Shift, PIX, VTune

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

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
Leading QA testing for Tech issues on the Hyenas project, this included console stability, performance benchmarking, testing proprietary developer tools, writing test cases, keep track of technical issues in jira, helping to define required fixes for each release, and communicating with other leads and directors.

2021 – March 2022
QA Technician • Codemasters
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/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. regressing bugs and wrote test cases for new modes/features for post-launch patches.