

Matthew Lamburn

SENIOR QA ANALYST |

OBJECTIVE

To obtain a challenging QA/Software Tester position where my problem-solving skills, and experience in different testing practices can be utilised to enhance user experiences without them encountering issues.

EXPERIENCE

SENIOR QA ANALYST – TEAM17 DIGITAL.

June 2023 – Present (Manchester)

All tasks detailed as QA Analyst as well as.

- Created focus emails outlining tasks for QA Analysts.
- Participated and ran daily Scrum calls.
- Participated in QA related meetings and Production calls.
- Maintained and created Test plans for content testing.
- Creating ROT, A2QA, Resolves documents.
- Managing the Bug database making sure no duplicated issues are present.

QA ANALYST – TEAM17 DIGITAL.

May 2022 – June 2023 (Wakefield)

- Performed Scripted, Destructive and Regressive Testing.
- Entered detailed bugs into Redmine.
- Collaborated with other testers both Internal and External.
- Worked through multiple Milestones, Hotfixes, Patches, and signoffs.

QA TECHNICIAN – CODEMASTERS | EA

March 2020 – May 2022 (Southam)

- Performed Scripted, Destructive and Regressive Testing.
- Entering Detailed Bug reports into JIRA.
- Collaborated with other QA Testers.
- Worked through multiple Patches, DLC packs, and Signoffs.

CONTACT

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Portfolio:

<http://www.matthewlamburngames.com>

ABOUT ME

I am a Senior Games QA Analyst with over 3 years' experience in the industry. I'm passionate about creating experiences that allow users to enjoy content with little to no issues. And can bond well with team members to maximise performance.

EDUCATION

Staffordshire University – Sept 2015

– April 2019

BSC (Hons) Computer Game Design and Production

Grade : 2:1

PROJECTS:

Headbangers (Xbox Series X/S)

Ship of Fools (Xbox Series X/S, PS5)

Gord (Xbox Series X/S)

Blasphemous 2 (GOG, EGS, Steam)

Moving Out 2 (Steam, Switch)

Marauders (Steam)

F1 22 (Xbox Series X/S)

Grid Legends (Xbox Series X/S)

DiRT5 (Xbox Series S, Stadia)

F1 2020 (PS4, Xbox One X)