

# Robert Megone

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I previously worked as a Game Designer on **Beyond a Steel Sky**, QA Lead on **Thimbleweed Park** and Game Designer on the adventure game **Broken Sword: The Serpent's Curse** with design and QA credits on over twenty games on Switch, Xbox, PS4, Vita, iOS, Android, PC, Mac & Linux.

Experience working in agile/scrum environments

As a candidate with experience in both the game design and QA fields, I value the development process and thrive in an environment where I can be responsible for making decisions that ensure quality always comes first.

## Professional Experience

### **Revolution Software - Game Designer** *(November 2017 – July 2019)*

#### **Games:**

#### **- Beyond a Steel Sky** *(Apple Arcade, Console, Desktop)*

- Working in Unreal to develop and implement gameplay for a fully 3d adventure game.
- Implementing gameplay using blueprints based upon level design documents.
- Implementing NPC AI behaviors using behavior trees.
- Implementing motion comic using UMG.
- Responsible for the dialogue gesture system implementation on a blueprint code level.
- Working with animation blueprints.
- Setting up a range of animation montages.
- Testing and reporting of bugs.

### **Terrible Toybox - QA Lead** *(September 2015 – November 2017)*

#### **Games:**

#### **- Thimbleweed Park** *(Switch, PS4, Xbox One, iOS, Android, Mac, Windows, Linux)*

- Defining the QA schedule, pipeline, test plan.
- Managing a small team of QA Testers.
- Responsible for ensuring compliance on Xbox/Windows10, PS4, Nintendo Switch.
- Multi-platform testing on Xbox/Windows10, PS4, Nintendo Switch, iOS, Android and desktop platforms.
- Compatibility testing across various iOS and Android devices.
- Oversaw and maintained the bug database.

### **MBA Systems – Production/Database Support Analyst** *(September 2014 – March 2016)*

- Writing complex SQL Sprocs, scheduled jobs and queries to run on live e-trading systems.
- Automating many day-to-day SQL queries and tasks for the support team.

- Creating and running SQL statements to query and adjust data at clients' request.
- Providing support for bespoke e-trading and information systems for the financial securities industry.
- Logging calls via various issue management systems.
- Logging change requests for internal systems.

## **Revolution Software - Game Designer** *(November 2011 – April 2014)*

### **Games:**

#### **- Broken Sword: The Serpent's Curse***(Xbox One, PS4, Vita, iOS, Android, Mac, Windows, Linux)*

- Designed and scripted gameplay puzzles and player interactions for a narrative driven game.
- Implemented story narrative using game scripts.
- Designed and implemented the games context sensitive phone and map systems.
- Wrote and maintained detailed game design documents.
- Storyboarded important game sequences.
- Ran regular design review meetings.
- Helped define the animation pipeline and worked with programmers to implement a system to manage artwork at multiple resolutions.
- Proposed and documented new script commands and engine functionality.
- Managed the asset build pipeline, creating assets for use in game.
- Worked with the programmers to ensure that the game user interface was intuitive and user friendly.
- Mentored junior designers as the go-to-guy for scripting.

## **Beep Games - Lead Tester/Writer** *(February 2012 – May 2014)*

### **Games:**

#### **- Scurvy Scallywags in The Voyage to Discover The Ultimate Sea Shanty***(iOS, Android)*

#### **- The Big Big Castle!***(iOS)*

- Tested iOS and Android builds, reported issues via purpose built bug tracker.
- Provided feedback on game flow, tuning and in-app purchases.
- Wrote various in-game mission/quest briefings for Scurvy Scallywags.

## **Double Fine - Beta Tester** *(November 2012 – December 2012)*

### **Games:**

#### **- Middle Manager of Justice***(iOS)*

- Functionality testing.
- Reporting on balance of IAP.
- Compatibility testing on various iOS devices.

## **Revolution Software - Lead Tester** *(August 2009 – November 2011)*

### **Games:**

#### **- Broken Sword: The Smoking Mirror – Remastered***(Mac, Windows, Linux, Mobile)*

#### **- Broken Sword: Shadow of the Templars – Director's Cut***(Mac, Windows, Linux, Mobile)*

#### **- Beneath a Steel Sky – Remastered***(iOS)*

- Tested the games on iOS, Android, PC, Mac.
- Managed reports received by other testers.
- Ensured compliance with AppStore conditions.

- Created test plans for efficient testing of the games.
- Worked with game scripts to fix issues.
- Gave feedback on usability of touch interface.
  
- Oversaw maintenance of Mantis Bug Tracker.
- Took responsibility for iOS device maintenance.

## **Technical Experience**

### **Game Engines:**

Unreal Engine 4, Unity

### **Bug Databases:**

Jira, Mantis, FogBugz, Bugzilla, LeanTesting

### **Console Guideline/Store Compliance Experience:**

Playstation 4, Nintendo Switch, Xbox, Win10, iOS, Android, Steam, GOG

### **Languages:**

**Programming:** LUA, C#, C++

**Web:** HTML, CSS, Javascript, JQuery, PHP

**Database:** SQL

**Tools:** SQL Server, Photoshop, GIMP, Microsoft Office, Audacity, Dreamweaver, SVN, Perforce, GIT, CVS

## **Education**

Teesside University 2006 – 2010    BSc Computer Studies

## **References**

### **Ron Gilbert**

Director

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### **Charles Cecil**

Director

Revolution Software

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