

Robert Megone

Hampshire, UK

T: +44(0)7736902590

E: robert@robertmegone.com

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 fifteen 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 QA and design 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

Terrible Toybox - QA Lead *(September 2015 – Present)*

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

Bug Databases:

Jira, Mantis, FogBugz, Bugzilla, LeanTesting

Console/Store Compliance Experience:

Nintendo Switch, Xbox, Win10, PS4, Vita, 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

Referees

Ron Gilbert

Owner

Terrible Toybox

ron@terribletoybox.com

Charles Cecil

Director

Revolution Software

charlesc@revolution.co.uk