

Robert Megone

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I previously worked as a QA Lead/Gameplay Programmer on **Return to Monkey Island**, Gameplay Programmer on **The Darkside Detective**, Gameplay Programmer on **Beyond a Steel Sky**, QA Lead on **Thimbleweed Park** and Gameplay Programmer on the adventure game **Broken Sword: The Serpent's Curse** with development, design and QA credits on over twenty games on Switch, Xbox, PS4, Vita, iOS, Android, PC, Mac & Linux.

As a candidate with experience in both the game design and QA fields, I value the iterative 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/Gameplay Programmer*(December 2020 – Present)*

Games:

- **Return to Monkey Island***(Nintendo Switch, Windows/Mac, Others)*

- Defining QA Schedule and Test Plan.
- Managing a team of QA Testers.
- Implementation of gameplay, SFX, VFX.

Spooky Doorway - Gameplay Programmer(Unity)*(July 2020 – April 2021)*

Games:

- **Darkside Detective Season 1***(Nintendo Switch, Windows/Mac, PS4/PS5, UWP)*

- **Darkside Detective Season 2***(Nintendo Switch, Windows/Mac, PS4/PS5, UWP)*

- Development of various minigames in C# for Season 2 to support the main gameplay.
- Implementation of gameplay using Adventure Creator Action Lists in Unity.
- Bug fixing and testing across two games in preparation for publishing to new platforms.

Revolution Software - Gameplay Programmer(Unreal Engine 4)*(November 2017 – July 2020)*

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 blueprint scripting language 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.

Spooky Doorway - QA Tester *(November 2017 – July 2020)*

Games:

- **Darkside Detective S1** *(Nintendo Switch, Windows/Mac, PS4/PS5, UWP)*
- **Darkside Detective S2** *(Nintendo Switch, Windows/Mac, PS4/PS5, UWP)*
- **Sunken Spectre Vertical Slice** *(Windows)*

- Testing and reporting of bugs.
- Console compliance on Xbox/Windows10, PS4, Nintendo Switch.
- Multi-platform testing on Xbox/Windows10, PS4, Nintendo Switch and desktop platforms.

Terrible Toybox - QA Lead *(September 2015 – April 2019)*

Games:

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

- 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.

Revolution Software - Gameplay Programmer *(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.

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, Revolution's Custom Virtual Theatre Engine

Bug Databases:

Jira, Mantis, FogBugz, Bugzilla, LeanTesting

Console Guideline/Store Compliance Experience:

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

Languages:

Programming: C#, C++, LUA

Web: HTML, CSS, Javascript, JQuery, PHP

Database: SQL

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

Education

Teesside University 2006 – 2010 BSc Computer Studies

References

Ron Gilbert

Director

Terrible Toybox

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Charles Cecil

Director

Revolution Software

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