

Jay Watson

Game Developer & Manual QA Specialist

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Professional Experience

Koko Digital Limited – Keele, UK

July 2017 – Present

- **Over 9 years experience** in game development and **8 years** in QA.
- **Started my first year with mainly Game Dev**, but soon transitioned to a **hybrid QA** role.
- **Skilled with working closely and collaborating** daily with the wider team, including project stakeholders, animators, and designers, to problem solve and agree on direction and approach.
- Experienced and confident helping out with other studio tasks such as **sourcing assets, brainstorming, audio editing, data entry**, and using **custom CMS systems to update live activations for some of the world's biggest brands**.

Game Developer | July 2017 – Present

- **Lead developer** of browser games and mobile apps for clients such as **Cathay Pacific, Manchester Airport, Netflights, Metrocentre, and Livingbridge**.

Manual QA Specialist | April 2018 – Present

- **Lead the QA** for many projects – including games, websites, custom software and augmented reality.

Main Skills

- **Game Dev**
 - **Highly experienced in building games with C3 (Construct 3)**, learning in other platforms such as Unity.
 - Confident in integrating third party APIs, for data submission and retrieval.
 - Can efficiently modify existing projects for **reskinning** purposes.
 - **Cross-platform development and releases** (Mobile & Desktop).
 - **Developed** many useful skills and practices over the years, which I pass on to future projects to improve efficiency.

- In my spare time, **I train on various alternatives to C3** where skills are transferrable such as **Javascript, Unity**.
- Dabbled in aspects of various new engines/languages quickly, for the purpose of making game modifications and addons. Examples include Unity, Unreal Engine 4 & 5, and the Lua scripting language.
- **Software Quality Assurance**
 - **Web and Game** testing is my main point of expertise.
 - High experience in **manual testing methodology**, but desiring to learn automatic testing methods.
 - **Responsive cross-platform** (Mobile & Desktop) and **cross-browser** testing.
 - Familiarity with **Browserstack** for emulating browser/device environments.
 - Using **Jira Agile/Scrum boards** and **Google Sheets** for issue tracking.
 - **Testing advanced systems** like booking flows, queues, and hardware integrations.
 - **Monitoring and testing backends, WooCommerce infrastructure**, and engagement for live, high-traffic campaigns.
 - Open to learning tools such as **Postman** for APIs and **Playwright** to get into the field of automatic testing.
- **Communication / Team collaboration**
 - Slack, presentations, reporting, brainstorming.
 - Experienced with collaborating with developers and programmers.
- **AI Workflow Integration**
 - I use AI for solving complex logic/math problems that save hours of game dev.
 - AI helps with mapping realistic user journeys (standard and edge-case), building QA checklists, and creating detailed bug templates.
- **Project Management Software**
 - Used **Jira** a lot for both project management, and issue-tracking.
 - Highly familiar with **Slack** and **Basecamp**.
 - I use Slack heavily for **notemaking**, along with the AI notemaking tools for recording notes in calls and meetings.
- **Google Workspace**
 - **Google Drive** for organising and backing up all of my project files/data.
 - Familiar with **Google Sheets/Docs/Slides**, and **Microsoft Word/Excel/Powerpoint**.
 - Using **Meet** for meetings and calls and the built-in Gemini notemaking tools.

Extra Skills

- **Web Dev**
 - **A little experience building websites** using **WordPress, Elementor** for design, and **Local WP** for local development and testing.
 - Comfortable with basic web development concepts, such as basic coding with html5 and css files.
 - Have a general gist with hosting platforms such as **Cloudflare**.
- **Time Tracking Software**
 - Familiarity with time tracking software, for example Toggl.

- **Git Usage**
 - I've used **Git GUI clients** like **Fork** for easily managing multiple Git projects at once and tracking changes.
 - With each build I ensure there are detailed change logs and local backups.
- **Asset Collation**
 - Plenty of experience navigating stock sites for images, videos and audio.
 - **Envato Elements** is my primary source, but I've come to know plenty of alternatives.
 - Using stock sites to find games for reskinning.
- **Audio Editing**
 - Using software such as Audacity, and more advanced alternatives like Reaper.
 - Can use sound editing tools to loop, normalise and manipulate SFX/Music.

Education & Certifications

- The Discovery Academy | September 2012 – July 2017
 - **9 x GCSEs (B–C)**
 - **B** – Computing, English Language, Mathematics, Science, Additional Science, Art & Design, Geography
 - **C** – English Literature, Business Studies
 - **BCS Level 2 IT Application Of Skills (Distinction)**
- Newcastle–Under–Lyme College | July 2017 – June 2019
 - **Intermediate Apprenticeship in IT Application Specialist**
 - **BTEC Level 2 Diploma in IT User Skills**
 - **Pearson Level 2 Edexcel Qualification in ICT**

Other Skills & Interests

- **3D Modelling**
 - I am skilled mainly with Blender for 3D modelling applications.
 - Hard–surface modelling is my main area of expertise.
 - Familiar and confident with the UV–unwrapping process.
- **3D Painting**
 - Substance Painter 3D is my main tool.
 - Familiar and confident with baking tools.
 - Able to use layers and blending techniques for extra realism.
 - Skilled with using generators and smart materials.
- **3D Printing**
 - Knowledgeable with the operation of FDM printers.
 - Proficient in using slicing software to prep models for print.
 - Orienting prints in the slicer for optimal integrity but minimum support.

References Available On Portfolio