Jay Watson

Game Developer, QA Tester and Website Administrator

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I have cultivated nine years' continuous experience at an award-winning digital agency, where I started as an apprentice and worked my way up the ladder. I am adaptable and have taken on multiple roles: game development, QA and website administration primarily. I build addicting games, meticulously test websites and apps, and keep the content of my products organised and accurate. My track record spans many household names, such as **IKEA**, **Uber**, **Red Bull**, **Trainline**, **Dominos**, and even **MI6**. I've shipped many branded games for desktop and mobile, administrated content for a huge staff training platform, monitored live campaigns, and helped to test apps and websites of all calibres.

See my portfolio at www.jayqa.com for a proper representation of my works.

Experience

Koko Digital Limited | Keele, UK

July 2017 - Present | Game Development, QA and Website Administration

- ★ Building browser games and mobile apps in Construct 3: gameplay, locally stored scores, competition forms, APIs integrations, analytics, and Spine animation to list key areas.
- ★ Organising manual testing, documenting test cases, user journeys and bug reports in Google Sheets and Jira. Issues documented clearly, are prioritised carefully, and fixes are checked across many browsers and devices.
- ★ Entering and formatting product information in Wordpress and custom CMS platforms, preparing supporting content and checking how it appears in the finished application.
- ★ Supporting live campaigns by monitoring analytics, backend infrastructure, WooCommerce orders and stock, and checking exports and confirmation emails.
- ★ Working with animators, illustrators and developers to agree on an approach, fixing issues collaboratively, making progress from briefs and preparing questions for stakeholders.

Core Skills and Software

- ★ **Game Development:** Building browser games and mobile apps mainly with **Construct 3**, including gameplay logic, locally stored scores, competition forms and connections to backend APIs. Acquiring new engines to transfer skills such as **Unity**.
- ★ **Quality Assurance:** Executing rigorous manual testing (growing automation skills with **Playwright** and **Postman**), formulating test cases, recording reproducible defects with clear and concise info, prioritising blockers and retesting regression across multiple browsers and devices (via real devices or cloud-based platforms like **Browserstack**). QA documentation done mainly with **Jira** and **Google Sheets**.
- ★ **Website Administration:** Working with **WordPress**, **WooCommerce** and **custom CMS** platforms to manage product content, check updates and monitor campaign orders and stock.
- ★ **Creative Tools:** Using software such as **Photoshop** for basic image work, **Audacity** and **Reaper** for audio editing.
- ★ **Microsoft Office & Google Workspace.** Plenty of experience with these suites, primarily using Word/Docs, Excel/Sheets, and Drive for creating documentation and spreadsheets and organising files. Gmail is also my primary email tool.

Selected project experience

IKEA - Range Knowledge on the Go

Administration and QA for a content-rich staff training tool built around a custom CMS

- Staged and formatted 500+ product records and copy spanning 20+ localisations across quiz modules, information modules. Also paired product imagery for gallery sections.
- Heavy QA involvement also, finding CMS saving problems, missing copy on certain localisations, broken avatar graphics, broken responsive aspects on certain devices, and leaderboard saving/display issues, worked with developers to fix these promptly.

Trainline × Domino's - Trainthru

QA, administration and on-call support for a Wordpress/WooCommerce live campaign

- Tested the ordering journey, customer and client emails, and order exports thoroughly. Found mismatched/outdated copy, landscape problems, low-quality images as well as broken links.
- Monitored WooCommerce orders and stock while the campaign was live, as well as communicating with clients and addressing their requests, all over a bank holiday weekend.

Ninja Ducks vs. Pirate Pigs

Development of an ambitious in-house mobile game in Construct 3

- Led development of a side-scrolling runner game featuring levels, a world map, objectives, weapons, scripted boss encounters, hand drawn artwork, and even professional voice acting.
- The game was released in two parts, depicting the perspective of the two opposing factions in lore, with similarities between the two but differing artwork, weapons, enemies, and levels.

Metrognome Dash - Metrocentre

Building a branded browser game in Construct 3

- Built an endless runner featuring Metrocentre's four gnome mascots as playable characters.
- Featured a custom-built competition entry form, which entered you into the promoted competition, as well as saving your score and adding it to an also custom-made leaderboard.
- Coupled the game up to backend APIs to store player submissions securely and easily.

Education and qualifications

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.

The Discovery Academy

September 2012 - July 2017

Nine GCSEs at grades B-C, including Mathematics, English Language and Computing at B. BCS Level 2 IT Application of Skills - Distinction.