

# STUART FRASER

## Summary

I have 15 years of development experience and worked with several start-up studios, large corporations, and independent developers, in both large and small teams in-house and remotely. I have gained a wide experience of designing and testing software and working with innovative technology such as next-gen consoles, mobile devices, VR, and augmented reality and have delivered projects from concept to full release.

## Skills & Abilities

Level Design, Unity 3D, UE4, Scrum, LUA, Python, C#, Visual Scripting, Gray boxing, Console & Mobile development, Game balance, Prototyping, Gameplay Mechanics.

Team worker, Adaptable, Problem solver, Self-starter, Multi-tasker, Generalist.

## Experience

Jan 19 - Current QA Lead, PlayFusion

- Instrumental in the formation of a new QA team.
- Instructing and documenting best practice.
- Keeping the team updated with their tasks and focus.

Nov 18 – Dec 19 Consultant, Freelance

- Implementation of interface for a retail simulator ride using the Unity engine.

Jun 18 – Nov 18 Content Programmer, *Virtual Arts*

- Content programmer using C# & Unity to develop games & apps utilizing VR/AR on mobile platforms.

Oct 16 – Jun 18 Lecturer, *Cambridge Regional College*

- Giving students the knowledge and experience of programming/scripting UE4 and Unity
- Developing video games from a broad angle with the expectation of them releasing a full title at E3 under the Rizing Games publishing banner.

Nov 11 – Oct 16 QA Engineer, *Geomerics*

- Creation and maintenance of documentation related to our testing procedures, quality standards, QA policies etc.
- Working alongside the developers to make sure new features are understood and tests are created as these are developed.
- Running and supporting automated testing utilizing Python, LUA, and image recognition software.

Apr 11 – Oct 11 Technical Designer, *Four Door Lemon*

- Developed a PlayStation Vita augmented reality game and coordinated the production of art assets through external outsourcers.
- Created interface wireframe/mock-ups, design documentation and prototyping game concepts.

Jan 03 – Jan 11 Designer, *Frontier Developments*

- Designing of in-house level tools for Cobra engine.
- Creation of documentation to promote the design vision to all stakeholders involved in the development process.
- Created and tuned level layouts and active in the balance and improvement of players experience in multiple titles.

### Projects (Released)

- LightStream AR (iOS) – Augmented Reality futuristic racing game.
- Table Football (Vita) – AR title featured in the launch of the PS Vita.
- Enlighten (Multi-platform) – 3<sup>rd</sup> party tool for game lighting technology.
- Thrillville & Thrillville 2: Off the rails (Xbox360/PS2/PSP) – Sim lite, with the option to play arcade games.
- RollerCoaster Tycoon 2/3 (PC) – AAA coaster simulation game with a high-level of customization.

### Projects (Unreleased)

- The Outsider (Xbox 360/PS3) – An open world action game similar to GTA, Mafia and WatchDogs.
- BigFest (Vita) – Released via another developer, the core design remains similar to the pitch.

### Education

2000 - 2002 BA (Hons) Creative Visualisation, *Teesside*

1998-2000 HND Visualisation, *Teesside*

### Other Training

- L3 Teaching and training certificate
- 3ds Max training
- Planning for Engineers