



Stuart Fraser

Current Cambridge Regional College
Education University of Teesside
Website felix-of-mars.com

Summary

I have 14 years software development experience and have worked with a number of start-up studios, large corporations, and independent developers, working in both large and small teams in-house and remotely. I have gained a wide experience of designing and testing software and working with new technology such as next-gen consoles, mobile devices, and augmented reality and have delivered projects from concept to full release. I have developed several personal projects using Unity and Unreal and created short tutorials to help others develop their own games.

Work history

Cambridge Regional College (Cambridge)

Games Development Lecturer Oct 2016 - Current

Giving students the knowledge and experience of programming/scripting in GameMaker and Unity 3D, developing video games from a broad angle with the expectation of them releasing a full title at E3 gaming expo under the Rizing Games publishing banner.

Geomerics (Cambridge)

Senior QA Engineer Nov 2011 - Oct 2016

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 fully tested as these are developed. Running and supporting the automated testing utilizing Python, LUA, and image recognition software. Supporting customers with the API and testing integrations of real-time GI solution within full games engines.

Four Door Lemon (Bradford)

Technical Designer April 2011 - Oct 2011

Developed a PlayStation Vita augmented reality game as part of a welcome pack for the consoles release. Attended meetings with Sony XDEV to discuss future projects and discuss progress of the AR title. Coordinated the production of art assets through external outsourcers. Created design documentation and prototyped game concepts.

Frontier Developments (Cambridge)

Designer Jan 2003 - Jan 2011

Training and advising graduate and trainee designers to use the in-house editor and scripting tools effectively. Communicated the vision to artists, programmers, producers, and others involved in the development process. Created technical documentation for the internal toolsets such as game editors. Created additional design documentation and level designs for various titles.

Qualifications

Teesside University (Middlesbrough)

BA (Hons) Creative Visualisation 2.2

A broad education in the creative use of computer graphics technology, the course focused around creative digital imaging, post-production and editing and character animation.

HND in Visualisation

Course content covered both Graphics Programming in Pascal and C++ and graphical mathematics for engine programming.

Other Training

3ds max training

Planning for Engineers

Interest and hobbies

Computing, Future Technology, Video Games and Graphic Novels.