

# Steven Ansell

## QA Tester

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[Steven Ansell | Game Dev](#)

## PROFESSIONAL PROFILE

As a persistent and detail-orientated individual, I bring valuable experience in guiding projects from alpha to gold master from being a QA Tester at Daedalic Entertainment, with the addition of professional practice working in a larger organisation such as Microsoft. My expertise extends to addressing critical issues in build deliveries and navigating compliance challenges during late-stage console porting. For instance, I've successfully tackled submission hurdles, such as a red cross symbol being present on PlayStation builds which is an issue that can cause a fail in a submission report.

Beyond my QA role, I have a background as a 3D environment artist in the serious games market, particularly in producing levels including assets for golf simulators and software in Unity. I am eager to contribute my diverse skill set within the QA role and grow and learn within a dynamic setting, ready to prove the capabilities that can help me in other fields if the opportunity arises.

## WORK HISTORY

### **Quality Assurance at Concurrent Systems Incorporate Ltd 1st March 2023 - Current**

#### **Responsibilities:**

- Filling in Vendor Assessment forms for Cyber-Security and Compliance
- The Maintenance of internal documentation
- Software Testing which includes the following, Pen testing, Regression Testing and Manual Testing.
- Managing the creation of Test cases in Zephyr Scale and excess documentation.
- ISO Compliance within the Company
- ISO Internal Auditing
- Logging Bug Tickets within Jira
- Reviewing internal documentation, for example, policies to make sure they are up to date.
- Writing Test and validation documents for DDM Workflows e.g. Change Orders

### **QA Tester (Console QA) at Daedalic Entertainment GmbH: 1<sup>st</sup> October 2022 - 31<sup>st</sup> October 2023**

#### **Responsibilities:**

- Regression Testing
- Certification testing - Includes working with technical requirement checklists (TRCs) for Sony, Microsoft, and Nintendo.
- Smoke testing
- Communicating with various developers about feedback and test results regarding projects in different stages.
- Working with Jira and Confluence systems (Atlassian Software) (Sometimes using Custom chosen ticket systems from developers e.g. redmine)
- Console Testing – XB1, XBS, XBX, PS4, PS5, Switch
- Use of Test Kit Application/Tools - Neighbourhood PS4/PS5, SDK Manager, Nintendo Target Manager, Xbox Manager, Nintendo Authoring tool.
- Saving and applying Log files to tickets dependent on the Issue
- Save File Creation
- Alpha Project feedback (Covers all aspects) (Google Docs and Word)
- Updating platform documentation and creation of TRC Inhouse checklists (Google Sheets)

#### **Successes:**

- Independently working on many different projects (14 Console Ports) (Projects I worked on are listed below)
- Learning Jira and alternative ticket recording systems for a developer's preferred workflow.
- Technical knowledge of backend processes
- Improving and adapting my own QA workflow dependent on project requirements.
- Able to strongly communicate with a small or large team and represent a department at business events such as PlayStation Partners Connect.

#### **Daedalic Titles:**

- Fling to the finish
- Life of Delta
- The Night of the Rabbit

- Rough Justice '84
- Children of Silentown
- Reveil
- Godlike Burger
- Anna's Quest
- New Cycle
- Insurmountable
- Capes
- Partisans 1941
- Iron Danger
- Magin: The Rat Project Stories
- Destroyer The U-Boat Hunter
- Potion Tycoon

**Game tester at Microsoft UK Headquarters Reading:  
September 2017 – February 2018**

**Responsibilities:**

- Following test scripts and investigating issues.
- Logging test results and writing bug reports.
- Escalating issues to your team lead.
- Performing regression testing, Compatibility testing, load testing, and playtesting.

**New World Artist (3D Environment Artist) at Optimum Golf Technologies Ltd (trading as Foresight Sports Europe):  
26<sup>th</sup> April 2021 – 1<sup>st</sup> October 2022**

**Responsibilities:**

- Creating Realistic-looking world environments in Unity using the terrain system.
- 3D modelling low – high poly assets ready for importing into the engine using Maya.
- Develop various solutions and methods to achieve the desired visual quality e.g., PBR Workflow.
- Keeping Projects up to date with version control software e.g., GitHub, and uploading and documenting changes to project files e.g., notes on additions to levels and unity packages/assets.
- Testing and building levels to ensure quality assurance.
- Setting up cameras for flybys.
- Setting up postprocessing that suits a specific level of design requirement
- Keeping documentation up-to-date for new world builders.
- Implementing unity packages and ensuring they are referenced for others to add as they are ignored by git.
- Producing textures in Photoshop and Substance Suite.
- Working on bespoke products for clients and ensuring the work is suited to the design specifications.

**Successes:**

- Taking documentation into my own hands and ensuring everything is up to date within a world builders' booklet that I designed specifically for the followed workflow.
- Taking on new projects such as making a digital driving range for a client in Norway using the editor created for the foresight engine and range of FSX products.
- Making sure each world that is created is up to the standard of quality that is expected ensuring all content and gameplay is satisfactory.
- Keeping communication strong when working remotely with employees in San Diego and India and making sure I keep my colleagues in the loop at all times so that projects run smoothly.
- Performing regression testing, Compatibility testing, load testing, and playtesting.

## EDUCATION

**University for the Creative Arts (Farnham): September 2018 – July 2021**  
BA (HONS) in Computer Games Arts: First Class

**Berkshire College of Agriculture: September 2015 – June 2017**  
Level 3 Diploma in Art and Design

**References can be provided upon request.**

