

Louis Birch

Games / Level Designer / QA Analyst

Contact details:

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Experience

Professional Experience

- **Skywind (QA Analyst) Aug 2022 – Present**
 - Quality Assurance working with a team to identify and find bugs during game testing across various stages/environments.
 - Lead QA processes on upcoming games managing the progress against the timelines, working on audits, documentation and bug reporting.
 - Creating game design documentation on Confluence to outline the features of the games.
 - Testing both B2C and B2B games against different jurisdictions, regulatory, and customer requirements.
 - Testing on web and mobile to stress test and find issues that might not be otherwise found.
 - Mobile device management setting up VPNs for use while being used from WFH.
- **Codemasters (Work Experience) Jun 2017 – Jun 2017**
 - Quality Assessment working with a team to find and report bugs while playtesting through different ports of a work in progress title.
 - Published steps on how to replicate bugs.

Studying At University

- **Junior / Senior Collaborative Project**
 - Was part of the junior design team for creating a first-person zombie survival game.
 - Was lead designer for running the design team.
 - Created design documentation.
 - Designed level designs for the level.
 - Helped in creating a level blockout.
- **Masters Collaborative Project**
 - Created a working Main Menu / Pause Menu System within Unreal Engine 4.
 - Created design documentation to go with the project.
 - Created UI elements for menus.
- **Masters Final Year Project**
 - Designed and created two fully meshed levels within Unreal Tournament.
 - Created design documentation to go with development of the levels.
- **Advanced Character and Environment Prototype**
 - Created custom mechanics such as an inventory system, AI, and spells.
 - Worked on creating a Tessellated landscape
 - Worked on implementing Nvidia RTX into the project with a working settings menu.
 - Created a design document for supporting documentation for development of the project.
- **University Prototype**
 - Platformer – Skipping Platforms.

Profile

About Me

I am a current QA Analyst with multiple skills within different sections of the games industry.

I studied at Staffordshire University and gained a MSc. in 3D Computer Games Design. During my 4 years of studies, I gained expertise in creating the environment in which computer games are presented, developing the atmosphere and user interface necessary to create an absorbing experience for the user/player.

Major Skills

- Unreal Engine 4 Prototyping
- Unreal Engine 4 Level Design / Blockout
- Design documentation
- Project scope and prioritization
- Effective communication in a team
- Quick to pickup on new software / willingness to learn
- Jira & Confluence
- Quality Assurance
- Web & mobile testing

Technical Skills

Game Development

- Unreal Engine 4, Unreal Tournament, 3DS Max, Maya, Blueprints (UE4/5)

Design Documentation

- Microsoft Word, Excel, Photoshop, Draw.io, Confluence

Project Management

- Jira, Monday.com, Slack, Testrail

Education

Staffordshire University Sep 2020 – Jun 2021
MSc. 3D Computer Games Design

- Grade: Pass

Staffordshire University Sep 2017 – Jun 2020
BSc. Computer Games Design

- Grade: Second Class: First Division

Birmingham Ormiston Academy Sep 2015 – Jun 2017
Games Design New Media:

- Grade: D*DD

My Portfolio

<https://louisbirch.co.uk>