

# NIGEL NORMAN

## QUALITY ASSURANCE TECHNICIAN

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QA Technician and Game Design Graduate with an aspirational interest in character animation. I have experience in multiple 3D software packages and game engines such as 3Ds Max, Maya, Unreal Engine 4 and Adobe Suite. These skills along with a strong eye for detail allow me to report bugs quickly, effeciently and with the correct terminology in order to aid developers in delivering fantastic products.

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## TECHNICAL SKILLS

- **JIRA (2016 - Present)** - Experience in opening test cases with detailed explanations, methods of reproduction and visual evidence to efficiently report issues across two game titles.
  - **3Ds Max (2007 - Present)** - Extensive experience and knowledge in modelling, UV unwrapping, rendering with a particular strength in rigging and animation.
  - **Maya (2015 - Present)** - Experience animating a wide range of characters from blocking through to final pass and using Maya's graph editor to polish animations.
  - **Unreal Engine 4 (2016 - Present)** - Working with Unreal's Blueprint system to create playable game prototypes and working levels.
  - **HTML (2015 - Present)** - Created and regularly maintain three websites as well as majorly contributing to two company websites at DTW Associates.
  - **CryEngine 3 (2012 - 2013)** - Used to create an in-engine trailer for my final project at Sheffield Hallam University.
  - **Adobe CS/CC (2006 - Present)** - Extensive knowledge and practical use of **Photoshop**, **Illustrator** and **After Effects**.
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## EXPERIENCE

### QA TECHNICIAN (MARCH 2017 - PRESENT)

CODEMASTERS, SOUTHAM

- Following and updating test plans set out by team leaders.
- Writing test cases using JIRA in a clear and concise manner and collating evidence to aid developers in narrowing down the issues.
- Using tools such as Neighborhood for PS4 and Xbox One Manager to gather data and evidence for test cases.
- Regressing test cases to verify fixes or reopen with additional information.
- Volunteering to work overtime to ensure deadlines are met and also helping out on other projects.
- Suggesting realistic changes to gameplay that have been successfully implemented into the game.

### TITLES WORKED:



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## MARKETING ASSISTANT (2014 - 2017)

DTW ASSOCIATES LTD

- Creating promotional artwork for posters, leaflets, websites and social media using Photoshop and Illustrator.
- Designing, building and maintaining web pages and blog for both company brands in-line with search engine optimisation (SEO) practices, increasing placement on Google to first position for the highest searched keyword in our industry and increase web traffic.
- Building and managing promotional email campaigns designed to encourage returning customers and cross-sell products and services.
- Maintaining and expanding brand social media accounts and websites.
- Communicating with store managers to organise in-store promotions and improve social media presence to help drive customers into stores.

## SHOPFLOOR ASSISTANT (2013 - 2014)

WAITROSE

- Completing tasks, helping customers with requests and learning valuable team-building skills, eventually leading to more responsibility and training and supervising newer members of staff.

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## EDUCATION

### GAMES DESIGN (BA HONS) - 2.1

SHEFFIELD HALLAM UNIVERSITY (2010 - 2013)

### E-MEDIA & GAMES DEVELOPMENT (BTEC NATIONAL DIPLOMA) - D\*D\*M\*

AMERSHAM & WYCOMBE COLLEGE (2007 - 2009)

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## HEALTH REGEN

My enthusiasm for the games industry, coupled with a hobby of learning HTML led to the creation of Health Regen, a website I could use as a platform to express my opinions of recently played games and industry related news while expanding on my web development skillset.

Please feel free to visit: [www.healthregen.net/](http://www.healthregen.net/)

## OTHER HOBBIES & INTERESTS

- 3D Animation
- Documentaries
- Formula 1
- Learning game engines and code
- Story-driven games
- Writing

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## CONTACT

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**LinkedIn** - [www.linkedin.com/in/nigelnorman23/](http://www.linkedin.com/in/nigelnorman23/)

## OTHER LINKS

**Website** - [www.nigel-norman.uk/](http://www.nigel-norman.uk/)

**Vimeo** - [vimeo.com/nigelnorman](http://vimeo.com/nigelnorman)

**Twitter** - [@nigelnorman23](https://twitter.com/nigelnorman23)