

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, XR and AR and have delivered projects from concept to full release.

Skills & Abilities

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

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

Experience

May 21 – Current Game Developer and Community Manager, *Unit 2*

- Research and development of new features coming to Crayta, supporting the community, development and the publishing team.
- Creating design content for future battle passes.

Mar 19 – May 21 Principal Tester, *Frontier*

- Leading the QA team on assigned project and instructing and documenting best practice.
- Keeping the team updated with their tasks and focus and overseeing the preparations for the collaboration with outsource.
- Feature and release testing for multiple games and DLC following regression, acceptance, and functional methodologies.

Nov 18 – Jan 20 Programming Consultant/Writer, *Freelance*

- Implementation of interface for a bespoke simulator ride for Disney using the Unity engine
- Writer appearing in multiple Wireframe magazine articles and a Bookazine with tutorials on Unity and C#.

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 in UE4 and Unity.
- Providing clear, balanced and timely feedback to all students.
- Supporting students with their progression onto university courses or an industry role.

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 outsource team.
- Created interface wireframe/mock-ups, design documentation and prototyping game concepts.

Jan 03 – Jan 11 Designer, *Frontier Developments*

- Creation of documentation to promote the design vision to all stakeholders involved in the development process.
- Collaborating with other disciplines to aid in the development of the game structure and developed solutions.
- Created and tuned level layouts and active in the balance and improvement of players experience in multiple titles.

Projects (Released)

- Planet Coaster Console Edition (PS4/PS5/XB1/XBSX) – A re imagining of Planet Coaster which included new features including full VO and two new tutorials, a redesigned UI and controller support.
- LightStream AR (iOS) – Augmented Reality futuristic racing game.
- Table Football (Vita) – AR title featured in the launch of the PS Vita.
- Enlighten (Multi-platform) – 3rd 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)

- TimeSplitters Rewind – A fan made remake of all the TimeSplitters games using UE4. I am focused on challenge modes and bug fixing using the Blueprint system.
- Jurassic World Evolution 2 – QA Area lead for the latest Jurassic World game title.
- BigFest (Vita) – Design pitch to Sony for a music festival simulator, released via another developer, the core design remains intact.
- The Outsider (Xbox 360/PS3) – An open world action game similar to WatchDogs.