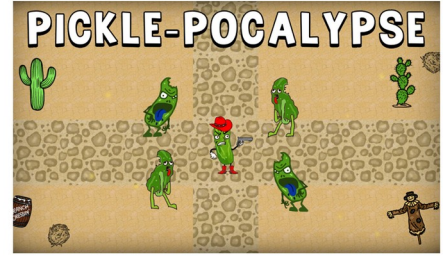


# Theo Clarke

Senior QA Tester & Indie Game Developer



[theoclarkeart.weebly.com](http://theoclarkeart.weebly.com)

## Information & Contact Details:-

**Name:** Theo Clarke  
**D.O.B:** 06/02/1994  
**Contact Number:** 07812706424  
**Contact Email:** [Theoclarke94@hotmail.com](mailto:Theoclarke94@hotmail.com)

## Current Location:-

Wakefield,  
West Yorkshire,  
Northern England



(Address available on request)

## Introduction:-

I am Theo, an experienced and highly skilled senior QA and indie game dev with 6+ years industry experience. In my current role as Senior Quality Analyst at Red Kite Games, I take a leading role in shaping and executing our QA activities on both internal and external projects, alongside overseeing and contributing to the development of the QA department and practices as a whole. Having worked at several different & distinct games companies, my work experiences have been many and varied, including all manner of QA testing, guiding junior staff and leading QA processes, as well as touching on customer support, community management, design, production, recruitment and more.

My first industry experience came in 2016 at Tt Fusion. I then earned my MA in Games Design from UCLan in December 2017, worked at mobile/PC developer Invincibles Studio for several years, then moved on to Red Kite Games in 2022. In 2023, I was included in MCV/Develop's 30 Under 30 list. I spend most of my free time honing and expanding my skills, developing indie games, attending industry events, hosting game jams & researching various game dev-related topics.

Please do read on and visit my portfolio for more information.

## Games Industry Experience:-

- |   |  |
|---|--|
| - Red Kite Games (Leeds, West Yorkshire) -      | Senior Quality Analyst. June 2022 - Present. |
| - Invincibles Studio. (Leeds, West Yorkshire) - | Senior QA Tester. August 2021 - June 2022.   |
| - Invincibles Studio. (Preston, Lancashire) -   | QA Tester. November 2017 - August 2021.      |
| - Tt Fusion (Wilmslow, Cheshire) -              | QA Tester. April 2016 - August 2016.         |

## Other Work Experience:-

- |                                    |  |
|------------------------------------|--|
| - Primark (Preston, Lancashire) -  | Customer Assistant. April 2017 - Aug 2017. |
| - TK Maxx (Preston, Lancashire) -  | Associate. Oct 2016 - Jan 2017.            |
| - TK Maxx (Runcorn, Cheshire) -    | Associate. Oct 2015 - April 2016.          |
| - McDonald's (Runcorn, Cheshire) - | Crew Member. Dec 2010 - Oct 2015.          |

## Education and Qualifications:-

<b>Master of Arts in Games Design,</b>	Merit Grade. Graduated December 2017. UCLan, Preston.
<b>Bachelor of Arts (with Honours) in Games Design,</b>	2.1 grade. Graduated July 2015. UCLan, Preston.

<b>4 A Levels:-</b>	English - B	French - B
	Applied ICT - B	Business Studies - C

I have 10 GCSE's grade A to C including English, Maths and Science.

I am able to provide physical proof of my qualifications if necessary.

I am a UK citizen and eligible to work in the UK.

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## My Skills & Experience:-

### • Quality Assurance & Bug Reporting

- 6 years+ QA experience at 3 successful companies. Experienced in every kind of testing, writing & following test plans, bug reporting/tracking, maintaining bug databases, regression, localisation, performance testing, compliance and more.
- Worked professionally on 10+ varied projects across all platforms (PC, Xbox, Playstation, Nintendo, iOS, Android).
- Extensive experience with many bug database/project tracking tools e.g JIRA, Azure. Very skilled at writing clear & detailed reports including all essential information: repro steps, versions/platforms, severity/priority, supporting media etc.
- Experienced in customer support, LiveOps, and discussing quality with end-users, developers and external stakeholders.
- A persistent, patient and versatile tester, able to adapt testing strategies to the specific needs of any project. I am a knowledgeable and passionate advocate for QA, and I believe this is evident in my attitude and quality of my output.

### • QA Leadership

- As Senior QA at Red Kite Games, my role comes with many high level responsibilities, such as mentoring junior staff, guiding testing strategies, liaising with other departments and representing QA in meetings and decision making processes.
- I acted as QA project lead for the Steam ports of multiple titles at Invincibles Studio, successfully leading the QA process, developing test strategies, planning deliverables/milestones, identifying risks, creating documents/test plans and more.

### • Game Design & Development

- Experience and understanding of the entire design/dev cycle, having worked directly with development staff, completed many indie/hobby game dev projects of my own, and participated in dozens of game jams. Competent C# coding skills.
- I have aided in the design of UI/UX, menu flows, tutorials, and FAQs in a professional capacity, and on my own projects.
- Extensive experience with Unreal, Unity and Construct engines. I have self-published indie titles on Xbox and mobile.

### • 2D & 3D Game Art

- I have 10+ years experience creating all manner of 2D & 3D art for personal projects, challenges and game jams. Skilled in low & high poly 3D modelling using industry-standard software including Autodesk Maya, Substance Suite and Photoshop.
- In-depth experience and understanding of creating 3D environments, level/puzzle design and lighting in various engines.

### • Other Skills

- Experience with Google Suite, Microsoft Office, PC and Mac operating systems and strong general IT skills.
- Excellent verbal and written communication skills, able to effectively deliver and receive information and ideas.
- Very strong work ethic and a positive & professional attitude. I am able to work well individually or in a team of any size.
- Very good attention to detail, excellent time-keeping and organisational skills and a positive professional attitude.

## Hobbies and Interests:-

I play all manner of games on various platforms including console, PC, handheld, VR and tabletop. Everything from indie to AAA, single player, co-op, multiplayer and more. I like keeping up with industry news and trends, chatting in game dev Discord groups and attending industry events/webinars to broaden my knowledge. I have entered dozens of game jams and I also run my own a game dev discord community of over 500 members. My other interests include fitness, music and learning French.

**Please do visit my portfolio and social pages for more information:-**

**Portfolio:** [theoclarkeart.weebly.com](http://theoclarkeart.weebly.com)    **LinkedIn:** [linkedin.com/in/theo-clarke](https://www.linkedin.com/in/theo-clarke)  
**Artstation:** [artstation.com/theoclarke](https://www.artstation.com/theoclarke)    **itch.io:** [theoclarke.itch.io](https://theoclarke.itch.io)    **Email:** [TheoClarke94@hotmail.com](mailto:TheoClarke94@hotmail.com)