

ADAM SHAUN THOMAS

SHIPPED / CREDITED TITLES

- Stranded: Alien Dawn (PC, PS5/PS4, Xbox)
- F1 Manager 2023 (PC, PS5/PS4, Xbox)
- Warhammer 40,000: Chaos Gate - Daemonhunters (PC)
- F1 2022 (PC, PS5/PS4, Xbox)
- F1 2021 (PC, PS5/PS4, Xbox)
- LEGO Dimensions (Multi-Platform)
- LEGO Worlds (Multi-Platform)
- Warship Jolly Roger - demo builds (PC).

PROFESSIONAL SUMMARY

"I'm a detail-oriented QA Tester with four years of experience at Frontier Developments, EA Codemasters, TT Games, and Proxima. I've worked across a wide range of titles on PC and Consoles, covering Functionality, Compliance, Regression, Localisation, and Build Verification. I have specific experience in QA ITL and Online Services, and I am confident using JIRA, Mantis, and TestRail. I thrive in fast-paced Agile teams, remaining thorough and adaptable to deliver the best player experience."

INDUSTRY EXPERIENCE

Freelance QA Tester & Community Manager | Proxima Studio | Cardiff, UK | July 2023 - January 2026

- Ensured build stability for high-profile industry events (Gamescom, Develop:Brighton) and investor showcases, identifying critical crashes and performance issues in pre-demo builds to guarantee smooth live presentations.
- Supported the feedback pipeline by managing the studio's Discord community, gathering player sentiment and crash reports to inform QA priorities.
- Flagged progression, UI, and interaction issues early in development, conducting exploratory testing that allowed developers to refine features ahead of reviews.
- Executed functional and regression testing, logging and tracking defects in JIRA to ensure accurate documentation and timely fixes for the development team.

Temporary Functionality QA Tester | Frontier Developments | Cambridge, UK | April 2022 - July 2023

- Adapted to shifting production priorities by seamlessly pivoting between multiple concurrent titles, executing ad-hoc testing to verify features and support immediate team needs.
- Caught submission-critical defects, identifying late-cycle blockers in release candidates and working proactively during critical milestone pushes to ensure fixes were verified before deadlines.
- Designed and executed daily cross-platform smoke tests (PC, Xbox Series X/S, PlayStation), rapidly reprioritising to identify critical issues early and maintain build confidence for QA and Design.
- Coordinated with external developers in Europe and Canada, using clear documentation to bridge time zones and prevent delays on Warhammer 40,000 and Stranded: Alien Dawn.
- Produced high-clarity JIRA reports and Confluence documentation, reducing back-and-forth by providing replication steps, logs, and video evidence for complex bugs.

QA Technician | Electronic Arts - Codemasters | Southam, UK | August 2021 - April 2022

- Served on the QA ITL team, where my main focus was testing Online Services and Multiplayer functions, alongside executing Build Verification Testing for daily stability.
- Executed comprehensive test cases across key game modes including Career Mode, My Team Mode, Time Trials, and Weekly Challenges, ensuring functionality matched design specifications.
- Identified high-impact network and sync defects, including a critical multiplayer stability issue during pre-release testing, preventing it from reaching live services.
- Organised and ran small-to-large player tests, validating full-lobby multiplayer stability and Esports scenarios under peak load.
- Performed localisation sanity checks across supported languages, verifying text implementation, identifying overflows, and ensuring no missing glyphs/characters.

Quality Assurance Tester | TT Games | Manchester, UK | August 2016 - March 2017

- Performed Destructive Testing and Compliance checks on LEGO Worlds & LEGO Dimensions, ensuring quality met first-party standards.
- Tested Online Multiplayer mechanics in LEGO Worlds, specifically identifying defects related to network sync, disconnect handling, and progression loss.
- Identified critical defects ranging from world geometry/out-of-bounds exploits to quest progression blockers, including a severe co-op save corruption issue fixed prior to certification.
- Logged, validated, and retested defects in JIRA, ensuring clean, verified fixes that maintained build stability across PC, PlayStation, Xbox & Nintendo platforms.

ADDITIONAL EMPLOYMENT HISTORY

- **Seasonal Café Manager | The Pebbles Café | Newgale, UK | June 2025 – Sept 2025**
- **Bartender | Eclipse Bar | Cardiff, UK | Oct 2024 – June 2025**
- **Pension Service Specialist | Legal & General | Cardiff, UK | Jan 2024 – April 2024**
- **Bar Staff | Elevens Bar & Grill | Cardiff, UK | Nov 2023 – Jan 2024**
- **Health Care Assistant | Newcross Healthcare | Bournemouth, UK | Jan 2021 – May 2021**
- **Care Assistant | Agincare | Bournemouth, UK | March 2020 – Dec 2020**
- **Delivery Driver | Domino's Pizza | Bournemouth, UK | Jan 2020 – March 2020**
- **Hospitality Assistant | Hampton by Hilton | Bournemouth, UK | March 2019 – Dec 2019**
- **Customer Support Agent | iSupplyEnergy | Bournemouth, UK | Oct 2018 – March 2019**
- **Customer Assistant | Tesco PLC | Bournemouth, UK | March 2017 – Sept 2017**

EDUCATION

Masters in Animation ▪ Merit - University of South Wales ▪ 2017 - 2018

Degree in Computer Animation ▪ 2.1 - University of South Wales ▪ 2013 - 2016

CERTIFICATIONS

LinkedIn Learning: Agile Testing ▪ Software Testing Foundations: Bug Writing & Management ▪ Software Testing Foundations: Test Techniques ▪ Understanding Manual Testing ▪ Software Testing Foundations: Transitioning from Manual to Automation ▪ Programming Foundations: Software Testing/QA ▪ SQL Essential Training ▪ SQL for Testers ▪ Using Python for Automation

TECHNICAL SKILLS

Bug & Test Tracking: Jira, Mantis, TestRail, Confluence, Hansoft

Engines & Dev Tools: Unreal Engine, PlayStation Neighbourhood (PS4/PS5 SDKs), Microsoft Game Development Kit (Xbox Series X/S)

Software & Programs: Maya, MotionBuilder, Arnold, After Effects, Photoshop, Premiere Pro, Lightroom, Dreamweaver

Productivity Tools: Microsoft Word, Excel, PowerPoint

Code & Scripting: HTML5, CSS3, SQL, Visual Studio Code

Platforms Tested: PC, PlayStation 5/4, Xbox Series X/S, Mobile (iOS/Android)

References available upon request.