

# 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

*Games QA Tester with four years of commercial experience across Frontier Developments, EA Codemasters, TT Games and Proxima Studio. Experienced in functional, regression, multiplayer, compliance and build verification testing across PC, PlayStation and Xbox, including Unreal Engine workflows. Proven track record of identifying submission blockers, multiplayer stability issues, progression defects and critical crashes before release milestones and public demonstrations. Strong in defect investigation, clear reproduction steps, logs, video evidence and supporting developers through verification and retesting.*

## INDUSTRY EXPERIENCE

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

- Identified critical crashes and performance issues in pre-demo builds ahead of Gamescom, Develop:Brighton and investor showcases, helping reduce presentation risk.
- Found progression, UI and interaction defects during exploratory testing, giving developers time to address issues before external reviews.
- Performed functional and regression testing and tracked defects in Jira through verification and closure.
- Managed Discord feedback and crash reports, helping surface recurring player issues and inform QA priorities.

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

- Identified submission-critical defects in late-stage release candidates and verified fixes before milestone deadlines, reducing the risk of blockers reaching submission.
- Executed daily cross-platform smoke testing across PC, PlayStation and Xbox, identifying critical build and feature issues early.
- Produced detailed Jira reports with clear reproduction steps, logs and video evidence, helping developers investigate complex defects with less back-and-forth.
- Coordinated defect clarification and retesting with external development teams in Europe and Canada across Warhammer 40,000 and Stranded: Alien Dawn.
- Supported multiple concurrent titles through ad-hoc functionality and regression testing as production priorities changed.

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

- Identified a critical multiplayer stability and synchronisation issues during pre-release testing, preventing it from reaching live services.
- Organised and supported multiplayer sessions ranging from small groups to full-lobby and esports scenarios under peak-load conditions.
- Performed daily build verification testing to assess build stability and identify blockers early.
- Tested Career Mode, My Team, Time Trials and Weekly Challenges against design requirements.
- Completed localisation sanity checks, identifying text overflow, missing glyphs and implementation issues across supported languages.

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

- Identified a severe co-op save corruption issue before certification, along with quest progression blockers and out-of-bounds exploits.
- Tested online multiplayer in LEGO Worlds, identifying synchronisation, disconnect-handling and progression-loss defects.
- Performed destructive and compliance testing across LEGO Worlds and LEGO Dimensions against first-party requirements.
- Logged, validated and retested defects across PC, PlayStation, Xbox and 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)