

JOSEPH WARD

QA / SOFTWARE TESTING | UNREAL ENGINE 5 | GAME DEVELOPMENT

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PROFILE

Entry-level QA and software testing candidate with hands-on experience in testing, debugging and iterating gameplay systems in Unreal Engine 5 using Blueprint visual scripting. I have recently completed a Level 3 Diploma in Games Development, achieving a Distinction. I have developed independent projects from concept to playable and packaged builds. Experienced in identifying and reproducing defects, investigating causes, implementing fixes and carrying out regression testing to verify changes. Looking to bring this practical, methodical approach to a professional software testing team to gain more experience and further my career.

QA & TECHNICAL SKILLS

- Functional & exploratory testing
- Bug identification & reproduction
- Regression testing & retesting
- Feature verification
- Debugging & troubleshooting
- Unreal Engine 5
- Blueprint visual scripting
- Gameplay & UI testing
- Technical documentation
- Maya, Substance Painter & Photoshop

QA CASE STUDY — TACTICAL TRIALS

Weapon switching during reload — Identified a gameplay defect where the player could switch weapons while a reload was in progress, which could leave the weapon system in an incorrect state.

Reproduction: Start a reload and attempt to switch weapons before the reload finishes.

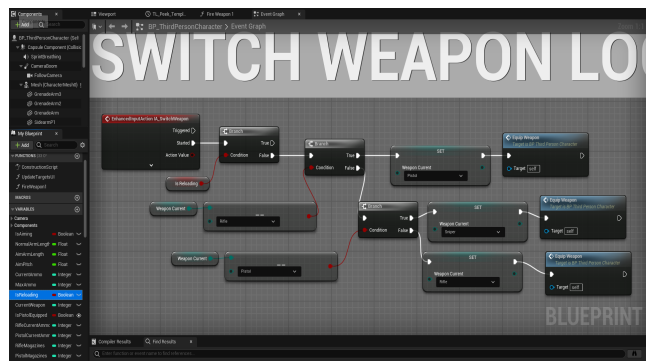
Investigation: Traced the issue to weapon-switching logic not checking the existing **Is Reloading** Boolean.

Fix: Added a conditional check at the start of the switching logic to block weapon changes while reloading.

Verification: Retested weapon switching whilst reloading and firing behaviour across the weapon system and the issue can no longer be reproduced.



BEFORE — BUG REPRODUCTION



AFTER — BLUEPRINT FIX

PORTFOLIO PROJECTS

Tactical Trials — Unreal Engine 5 | Independent Project

- Developing a third-person tactical shooter using Blueprint visual scripting, with weapon systems, ADS, reloads, health and ammo pickups, UI and leaderboard functionality.
- Performed repeated gameplay testing to identify defects, reproduce unexpected behaviour, debug Blueprint logic and verify fixes.
- Developed and tested AI behaviours including player detection, patrols, cover behaviour, combat and enemy reload logic.
- Built and iterated environments with lighting, ambient audio, surface-based footsteps, water effects and interactive gameplay spaces.

Eruption Escape — Unreal Engine 5 | Level 3 Games Development Project

- Developed a playable 3D platformer featuring sprinting, crouching, sliding, double jump, moving platforms, environmental hazards, checkpoints, countdown timer and leaderboard functionality.
- Used Blueprint scripting, gameplay testing and iteration to refine mechanics and improve the player experience.

TECHNICAL EXPERIENCE

- **Unreal Engine 5 / Blueprint:** Designed and iterated gameplay systems including movement, weapon mechanics, ADS, reload systems, timers, checkpoints, pickups, UI, save functionality and leaderboards.
- **Testing & debugging:** Investigated unexpected behaviour, isolated causes, implemented fixes and retested features throughout development.
- **3D / content creation:** Maya, Substance Painter and Photoshop, alongside Unreal Engine environment and asset work.
- **Technical troubleshooting:** Experience diagnosing hardware faults, testing systems against requirements and following technical documentation.

RELEVANT EMPLOYMENT EXPERIENCE

IGT (International Game Technology) — IT Bench Test Technician / PC Repair Assembly Operative | Sep 2023 – May 2024

- Assembled and tested PC hardware and gaming equipment to detailed specifications.
- Diagnosed hardware faults, carried out quality checks and verified repaired units before release.
- Worked from technical documentation and maintained accuracy while meeting production deadlines.

Associated Bonded Cables — Electrical Assembly Operative | Jun 2022 – Jun 2023

- Followed technical drawings and work instructions to produce assemblies accurately.
- Carried out quality inspections and testing to ensure products met safety and performance requirements.
- Reported and resolved faults while maintaining high quality standards.

Prem Civils — Site Labourer / Banksman | Dec 2024 – Apr 2025

- Worked safely to detailed procedures and risk assessments, reported defects and hazards, and collaborated with teams in a safety-critical environment.

Veolia — Recycling Operative | Jun 2024 – Oct 2024

- Conducted visual quality inspections, identified contamination and equipment faults, maintained accurate procedures and worked to operational targets.

EDUCATION & QUALIFICATIONS

- **Level 3 Diploma — Games Development — Distinction (2026)**
- Functional Skills English — Level 2
- Functional Skills Mathematics — Level 2
- OCR Level 2 National Award in ICT
- Advanced Apprenticeship in Playwork
- ASDAN Level 2 Certificate in Personal Effectiveness

WHY QA / SOFTWARE TESTING

My strongest interest is in finding problems, understanding why they happen and making sure they are properly fixed. Developing Tactical Trials has given me the opportunity to apply that process repeatedly: test a feature, reproduce an issue, investigate the cause, make a change and then test again. I am now looking to develop those skills in a professional QA environment and learn from an experienced testing team.

PORTFOLIO

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AVAILABLE PROJECTS

Tactical Trials • Eruption Escape

INTERESTS

Software QA • Game Testing • Unreal Engine • Technical QA

References available on request.