Daniel Fairchild

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|  | **About Me** |  |
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Level designer, with experience in QA and level design. Excellent team player, able to work alongside colleagues to ensure projects meet deadlines, never missing a deadline in academic career. Great attention to detail, able to identify issues and raise these with others to ensure bugs are fixed. Experienced in using a range of gaming platforms and software used in game production. Effective networker and confident in doing presentations. Committed to self-development and keeping up to date with industry trends. Interests outside work include practical crafts and imaginative events.

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|  |  | **Employment History** |  |  |
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**QA Tester**, Dambuster Studios June 2021 to present.

During my employment at Dambuster, I have had three different roles. These are:

**QA Tester** June 2021 to September 2021

In this role I undertook regular QA duties, such as Smoke testing, regression testing and milestone test plans. Working closely with members of the team to identify issues and log them into Hansoft.

**Level Design** September 2021 to December 2021

I worked on secondment to the level design team for four months to support the development of pre-beta stage game content, including loot passes, hazard passes and creation of tiercary for some levels. I was responsible for setting up navigation links for AI, creating breadcrumb trails and optimising player experience in certain levels. All work I did was iterated on based on feedback from the design director, level design lead and engineering. I also provided feedback to the lead designer on bugs and content from other level designers. For certain quests, I sat down with an engineer to assess them to optimise them from an engineering perspective, such as deleting unnecessary spawns and game objects. Outside of the engine, I updated documentation on certain areas of work I did, as I know they are key to other departments like QA understanding the level design.

**Embedded Level Design QA Tester** January 2022 to present

In my present role, I helped produce weekly reports on the game state which is sent to project leads and directors, perform specialist tasks for project managers and leads, log bugs and provide feedback on the look and feel of the game to ensure that the game engages player interest.

Other achievements at Dambuster Studios include:

* Participating in a charity fundraiser as part of the 2022 Dragon Boat race, which raised £731 for Nottingham Hospitals.
* Delivering a workshop on the role of QA at the Confetti Institute (Nottingham Trent University) Industry week in March 2022. This promoted Dambuster and the role of QA testers to current students, leading to three applications for vacancies at Dambuster.

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|  | **Skills** |  |
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|  | **Qualifications** |  |
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**BSC Games Production**, First Class, Nottingham Trent University, 2021

Awarded Student Leadership Certificate 2021

**Level 3 BTEC Game Development,** Triple Distinction, Confetti Institute, 2018

 **10 x GCSEs, Grades** A-C Chilwell School, Nottingham, 2016

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|   | **Other Interests** |  |
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Outside of work I have a variety of different interests which help me use my creativity in different ways. These include:

**Games Jams**: For the past five years I have participated in the Kenny and the GMTK Games Jams each year. I work with two or three other colleagues to create a new game in 48 hours. In 2020 my team were 87th out of 187 entries in the Kenny Game Jam for creating a 2D puzzle game. I used this game to illustrate my talk on the importance of QA in my talk to students at the Confetti Institute.

**Comicon:** I have attended five Comicon in full character cosplay. For each one I have sourced props on-line and from charity shops, making additions and customising household objects to fit with my character. I enjoy getting into character and the experience of physically getting into a fantasy character role. I have a collection of artworks from artists exhibiting at Comicon.

**Bladesmithing:** I have attended two bladesmithing workshops run by professional blacksmiths. On both occasions I crafted a knife, learning the physical skills involved in creating an object from raw materials.

**Knitting:** I taught myself to knit in 2021 and am now a regular member of the ‘Knit Nottingham’ community. I have made hats for friends, created Zombie characters inspired by Dead Island 2 and made a large blanket with the design of BB8 from Star Wars on. I enjoy the challenge of working with different materials and the process of creating an object from scratch.

**Reading:** Despite having dyslexia I still like to read books, mainly ones focused on game design and the industry. Most recently reading ‘Things I learned from Marios butt’ and ‘Video Game Level Design'. One of favorite game design book is ‘An architectural approach to level design’ which taught me a lot about the relationship' between architecture and level design, another one is ‘The art of game design’ which I like to refer back to when designing. I also like to read graphic novels and comics such as ‘The Boys’.

**References upon request**