

Jay Watson

Game Developer & QA Specialist

Stoke-on-Trent, UK

✉ codsworth0@gmail.com

☎ 07305 070480

LinkedIn: <https://www.linkedin.com/in/jay-watson-197353441/>

Portfolio: <https://www.jayqa.com/>

Professional Experience

Koko Digital Limited Keele, UK

Game Developer & QA Specialist | July 2017 - Present

- Delivered both game development and quality assurance across nine years at Koko, working across a wide range of commercial projects and client campaigns from day one.
- Lead developer of browser games and mobile apps for clients such as Cathay Pacific, Manchester Airport, Netflights, Metrocentre, and Livingbridge.
- Lead QA across diverse client projects, including games, responsive websites, custom software, and augmented reality (AR) experiences.
- Collaborated daily with the wider studio team, including project stakeholders, animators, and designers, to problemsolve, establish technical direction, and agree on approach.
- Supported wider studio production and live activations for global brands, including sourcing assets, brainstorming, audio editing, data entry, and updating live campaigns via custom CMS platforms.

Main Skills

- Game Dev
 - Highly experienced in building games with C3 (Construct 3), learning in other platforms such as Unity.
 - Confident in integrating third party APIs, for data submission and retrieval. ◦ Can efficiently modify existing projects for reskinning purposes.
 - Cross-platform development and releases (Mobile & Desktop).
 - Developed many useful skills and practices over the years, which I pass on to future projects to improve efficiency.
 - In my spare time, I train on various alternatives to C3 where skills are transferrable such as Javascript, Unity.
 - Dabbled in aspects of various new engines/languages quickly, for the purpose of making game modifications and addons. Examples include Unity, Unreal Engine 4 & 5, and the Lua scripting language.

- Software Quality Assurance
 - Web and Game testing is my main point of expertise.
 - High experience in manual testing methodology, but desiring to learn automatic testing methods.
 - Responsive cross-platform (Mobile & Desktop) and cross-browser testing. ○ Familiarity with Browserstack for emulating browser/device environments. ○ Using Jira Agile/Scrum boards and Google Sheets for issue tracking. ○ Testing advanced systems like booking flows, queues, and hardware integrations.
 - Monitoring and testing backends, WooCommerce infrastructure, and engagement for live, high-traffic campaigns.
 - Limited hands-on familiarity with Postman for inspecting API requests and responses, with an active interest in developing this further alongside Playwright and automated testing.
- Communication / Team collaboration
 - Slack, presentations, reporting, brainstorming.
 - Experienced with collaborating with developers and programmers.
- AI Workflow Integration
 - I use AI for solving complex logic/math problems that save hours of game dev.
 - AI helps with mapping realistic user journeys (standard and edge-case), building QA checklists, and creating detailed bug templates.
- Project Management Software
 - Used Jira a lot for both project management, and issue-tracking.
 - Highly familiar with Slack and Basecamp.
 - I use Slack heavily for notemaking, along with the AI notemaking tools for recording notes in calls and meetings.
- Google Workspace
 - Google Drive for organising and backing up all of my project files/data. ○ Familiar with Google Sheets/Docs/Slides, and Microsoft Word/Excel/Powerpoint.
 - Using Meet for meetings and calls and the built-in Gemini notemaking tools.
- Extra Skills
- Web Dev
 - A little experience building websites using WordPress, Elementor for design, and Local WP for local development and testing.
 - Working knowledge of HTML and CSS, with basic JavaScript familiarity in a browser QA and debugging context.
 - Uses browser developer tools to inspect page structure and styling, check console errors, distinguish likely JavaScript faults from HTML/CSS layout issues, and give developers clearer reproduction details.
 - Have a general gist with hosting platforms such as Cloudflare.
- Time Tracking Software
 - Familiarity with time tracking software, for example Toggl.
- Git Usage
 - I've used Git GUI clients like Fork for easily managing multiple Git projects at once and tracking changes.
 - With each build I ensure there are detailed change logs and local backups.

- Asset Collation
 - Plenty of experience navigating stock sites for images, videos and audio.
 - Envato Elements is my primary source, but I've come to know plenty of alternatives.
 - Using stock sites to find games for reskinning.
- Audio Editing
 - Using software such as Audacity, and more advanced alternatives like Reaper.
 - Can use sound editing tools to loop, normalise and manipulate SFX/Music.

Education & Certifications

The Discovery Academy | September 2012 - July 2017

- 9 x GCSEs (B-C)
 - B - Computing, English Language, Mathematics, Science, Additional Science, Art & Design, Geography
 - C - English Literature, Business Studies
- BCS Level 2 IT Application Of Skills (Distinction)

Newcastle-Under-Lyme College | July 2017 - June 2019

- Intermediate Apprenticeship in IT Application Specialist
- BTEC Level 2 Diploma in IT User Skills
- Pearson Level 2 Edexcel Qualification in ICT

Other Skills & Interests

- 3D Modelling
 - I am skilled mainly with Blender for 3D modelling applications.
 - Hard-surface modelling is my main area of expertise.
 - Familiar and confident with the UV-unwrapping process.
- 3D Painting
 - Substance Painter 3D is my main tool.
 - Familiar and confident with baking tools.
 - Able to use layers and blending techniques for extra realism.
 - Skilled with using generators and smart materials.
- 3D Printing
 - Knowledgeable with the operation of FDM printers.
 - Proficient in using slicing software to prep models for print.
 - Orienting prints in the slicer for optimal integrity but minimum support.