

# ALASDAIR MACRAE

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## PERSONAL DETAILS:

Nationality: British  
Date of Birth: 08 August 1987  
Driving Licences: Full car and motorbike

## OBJECTIVE:

Seeking a front-end web developer role that builds upon my existing knowledge and enables the development of new skills. Currently residing in Cambridge, East Anglia, I can easily relocate anywhere with very little notice.

## EDUCATION:

**BSc (Hons) Computer Games Technology; 2:1**  
*University of Portsmouth. Graduated 2009*

**A Levels (5)** Maths, Physics, Geography, General Studies, Information & Communication Technology  
*(2005 - John Bramston College, Witham, Essex)*

**GCSE Grade A-C (12)** Maths, Physics, Chemistry, Information & Communication Technology, English (Language), English (Literature), Spanish, French, PE, RE, Biology Business Studies,  
*(2003 - John Bramston School, Witham, Essex)*

## SKILLS:

### Front End Web Development:

- Solid knowledge of HTML5, CSS3 and Javascript / jQuery with regards to front-end website development
- Keen implementer of responsive mobile first design practices
- Thorough knowledge php and Freemarker scripting languages
- Experience with Java development platforms for web-module backend construction
- Good appreciation for UX in web-design
- Frequent and avid user of agile development processes
- Good understanding of Selenium WebDriver for automation testing
- Two years of experience in Software QA before entering development
- Broad range of skills in game programming including C++, C#, Multimedia Fusion, Dark Basic etc

### Applications:

- Familiar with many IDEs (Eclipse, Netbeans, Dreamweaver etc)
- Significant experience with source control software; Perforce, Git
- Experience with bug tracking software (JIRA, Laser, Seapine etc)
- Basic understanding of Adobe Photoshop for web design purposes
- Experience with Windows (XP, Vista, 7, 8) and MAC OS
- Graphic design using Adobe Fireworks and Photoshop
- Exposure to using Flash for simple 2D animations

### Personal Qualities:

- Demonstrated strong attention to detail with an excellent ability to identify and resolve issues to completion
- Highly motivated with a creative flare and enthusiasm towards web development
- Proven capability to work well in a team environment with programmers, artists, designers and testers. Described by previous employers as amiable and easy to get along with
- Skilled at contributing to a project from concept through to completion
- Strong communication skills, both written and oral. Skilled in communicating with those both technically and non-technically inclined
- Very coordinated with time and able to work well under pressure to meet deadlines
- Able to relocate with little prior notice. Very flexible in location of work and hours

## EMPLOYMENT HISTORY

### Jagex Games Ltd

November 2012 - Present

*Jagex Games Studio, based in Cambridge, is the UK's largest independent developer and publisher of online games. Jagex is best known for RuneScape, the world's largest free-to-play MMORPG.*

Front-end Web Developer

- Responsible for the construction and maintenance of company websites
- Build and maintain in-house tools to aid the QA process
- Constantly engaging the player-base to gain valuable feedback to aid design of the final product

### PKR Technologies

June 2012 – November 2012

*PKR is an Alderney based website that offers poker in a VR setting and has more than five million users.*

QA Engineer

- Building tools to improve automation testing of their company websites and projects
- Assisting with online playtests to ensure a smooth user paths
- Improvements to in-house bug tracking tools

### Jagex Games Studios

May 2011 – June 2012

QA Tester (Stellar Dawn / Runescape / Transformers Universe)

- Leading the testing on the game's interface to ensure a high quality is achieved
- Ensuring that my scrum team meets key deadlines and milestones
- Communicated with all other departmental teams to maintain production to a professional standard

### Codemasters (Birmingham)

February 2011–May 2011

*Formerly Swordfish Studios and bought by Codemasters in 2008 the studio is the developer of the F1 racing series*

Games Designer (F1 2011)

- Create and adjust tracks and gameplay elements to professional standard
- Maintain high quality and accurate game design documents throughout the development process
- Communicate with all departments of the studio to ensure the achievement of set milestones

### Codemasters (Southam) November 2010 –February 2011

*Founded in 1986, Codemasters Southam is the base of operations for the company that has released a vast quantity of games across multiple platforms including Micromachines, The Dizzy Series, Operation Flashpoint, F1 and DIRT.*

QA Technician (Operation Flashpoint Red River & Dirt 3)

- Destructively test and feedback on the online components of Operation Flashpoint and DIRT
- Liaise with development teams to provide feedback and design suggestions on pre-alpha builds
- Offer constructive design suggestions to aid project development

### The “QA Team” – Out Of Work Team Project

August 2010 –Present

*Towards the end of my work at Realtime Worlds myself and several other employers grouped up to make our own game.*

Gameplay Designer and Lead Programmer

- An unpaid role working with former colleagues from Realtime Worlds to create a fast paced 2D platform game written in C# using XNA 3.1.
- Frequent use of extreme programming, as an integral member of three programmers
- Used and created our own PHP based bug tracking software

### Realtime Worlds

March 2010 – August 2010

*Founded in 2002, Realtime Worlds released two titles before its closure in 2010; Crackdown and APB. Work had also commenced on an ambitious third project, named MyWorld.*

Publishing QA Tester (APB and Project MyWorld)

- Destructively tested their MMO APB, both before and after release
- Performed initial Scripted Testing on the yet to be released project MyWorld
- Web-tested Realtime Worlds own websites and billing software
- Worked within large project teams
- Assisted and resolved issues for the customer service team regarding player in-game issues

Achievements: Single-handedly identified a total of 147 A-C issues within a short time frame.

### Camp Leaders - International Gymnastics Camp (USA)

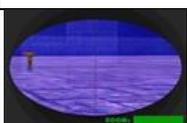
May 2009 – September 2009

*Based in Pennsylvania this camp provides a range of gymnastics based activities aimed at imparting new skills to American children aged 7 to 17. Most camp employees are university students working abroad.*

Recreation Director/ Camp Counsellor

- Took a lead role in creating, suggesting and running activities across the camp
- Managed the timeliness of these activities
- Supervised campers in between their scheduled sessions, at mealtimes and at night
- Provided training and guidance to new camp counsellors

Achievements: Promoted to the senior role of Recreational Director whilst still undertaking Camp Counsellor duties. Was praised for my success in simultaneously managing both roles.

<b>COMMERCIAL PROJECTS</b>	<p><b>Jagex Games Ltd</b>  <i>Java Powered Website</i>  Responsible for the creation and maintenance of a website that hosts the most popular online MMORPG ever. The pages are scripted using Freemarker with a Java backend. I constantly strive to push the latest CSS3 and HTML5 techniques into everything we build.</p>	
	<p><b>PKR</b>  <i>Web Based Online Gambling Client</i>  Working as a QA Engineer I built automated tools to help test the company websites and Java Based game client. These included Selenium WebDriver and Eggplant.</p>	
	<p><b>RuneScape</b>  <i>AAA Game</i>  Working as a member of the QA team responsible for the testing of new content to ensure it meets the necessary requirements to go live. Once the content is live I am tasked with further testing and observations as the players start to use it.</p>	
	<p><b>Stellar Dawn</b>  <i>AAA Game</i>  Working as a member of the UI scrum team I took the role of QA Tester. I was responsible for coding and testing elements of the interface to ensure they were produced to a high standard and met key milestones. I also liaised with other departments to assist in testing of all areas of the game.</p>	
	<p><b>F1 2011</b>  <i>AAA Game</i>  Working as a member of the Game Design team focusing on track and gameplay design. My responsibilities included the creation of replay cameras, the tuning of AI, the creation of an entirely new pit system, the creation of game design documentation and suggestions for new implementations and features.</p>	
	<p><b>Operation Flashpoint: Red River</b>  <i>AAA Game</i>  Worked as a member of the Internet Test Lab (ITL) in the QA department. I was responsible for testing and suggesting improvements for the online components of the game. This included ensuring functionality, usability and stability were of the highest standard.</p>	
	<p><b>APB</b>  <i>AAA Game</i>  Worked as a member of Publishing QA destructively testing and offering ideas for improvements to Realtime World's MMO APB before and after release. I also assisted the community and customer service teams with inter-account based issue as a GM.</p>	
<p><b>My World</b>  Worked as a member of Publishing QA performing initial Scripted Testing and design feedback on Realtime Worlds' third project; My World.</p>		
<b>PERSONAL PROJECTS</b>	<p><b>Watt The Funk</b>  A small team project created outside of work for XBOX LIVE. I have taken on the role of Gameplay Designer and Lead Programmer. The game is a fast paced 2D platform game written in C# (XNA3.1).</p>	
	<p><b>Sheep Vs Cows</b>  A portfolio piece I am both designing and programming. The game is a more detailed 2D platform game than Watt The Funk. It includes weapons, enemies and interactive environments based on a much earlier game I scripted using Multimedia Fusion.</p>	
	<p><b>Capture</b>  My finally year dissertation piece written in Dark Basic. Capture is a "Second Person Shooter" I programmed for the purpose of testing a unique game mechanic idea</p>	
<b>PERSONAL ACHIEVEMENTS</b>	<ul style="list-style-type: none"> <li>• Achieved official ranking as a qualified British Gymnastics level three trampoline coach.</li> <li>• Completed the testing British coast-to-coast walk in just under two weeks.</li> <li>• Nationally qualified trampolinist reaching the Elite BUSA Trampolining Finals in 2006.</li> <li>• Travelled extensively to Europe, The USA, The UAE and Australia.</li> <li>• Built my own mini-games on a variety of platforms and have coded my own bug tracking software.</li> </ul>	
<b>REFEREES</b>	Referees available on request	