



Thomas Pontette

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Mobile in Europe/ Remote

Driver's License

Fluent FR/EN

References upon request

PROFESSIONAL EXPERIENCES

API 02/2023 – Current



QA Tester for the new egaming platform

Intensive use of Jira and x-ray for test writing and executions, bug reporting and tracking; creation of test plans and test cases; testing of the different services and games of the new platform, e-tickets, PMU, draw based games, sports, while being in close communication with the various providers. Also actively worked on the release of the platform.

Ubisoft 05/2019 – 11/2020



QA Tester specialist 3C (Gameplay) for Riders Republic

Intensive use of Jira for bug reporting and tracking; creation of test plans and test cases; testing of all gameplay related features, character, animations; liaising with an external test team, the development team and the rest of the production for all gameplay related questions and issues.

Virtual Room 11/2018 – 12/2018



Gameplay Scripter – Unreal Engine 4 Blueprints

Are we dead? – Scripting of gameplay elements and interactable elements in VR.

GameCo Studios 03/2016 – 11/2018



Level Builder / Gameplay Scripter – Unreal Engine 4 Blueprints

- John Wick Chronicles : Development and support for the HTC Vive and StarVR headsets based on the John Wick license in partnership with Starbreeze
- The Mummy : Prodigium Strike : Development and support for the HTC Vive and StarVR headsets based on the John Wick license in partnership with Starbreeze



Scripting of gameplay and interactable elements in VR, participation in the design of levels and game zones, vehicle AI and trajectory splines management, localization management, conversion for the StarVR headset

- Support, debugging, and adaptation of these games, and external projects for the StarVR headset, and for exploitation in arcades around the world, with various censorship rules and languages.
- VR multiplayer project for the StarVR headset made with Unreal Engine 4 (not announced, not finished)

Magic Pockets 08/2015 – 10/2015



QA Tester Internship



SickBricks – Realization of tests and bug database on mobile and tablet devices, management of tests on many devices of various powers and dimensions.

STUDIES

Bachelor Game Design

2012 – 2015 Aries Lyon

- Zephyr – Unity – Mobile tactile game.
 - Gameplay Programmer C# - Game Designer
- Alone in the pipe – Demo shooter freefall in VR – Unity – Oculus rift
 - Gameplay Programmer C#
- Stage Magic Pockets - SickBricks



D.U. Level Design

2011 – 2012 Gamagora

- Shadow Diver – Unreal engine 3
 - Level Designer – Game Designer – Kismet Scripter
- Stage Awabot - Robot Populi
 - Game Designer



Beyond Robotics

DUT Info

2008 – 2011 IUT Annecy-le-vieux

- Stage Intello Technologies – Québec 04/08 2010
 - QA testing web and application
- Stage Andilly Loisirs – 04/07 2011
 - SQL Database creation



OTHER EXPERIENCES

Misc. Playtests

- | | |
|--|---------------------|
| • <u>Fire & Forget Final Assault</u> | Little World studio |
| • <u>Color Cross</u> | Little World Studio |
| • <u>Penguins VS Parrots</u> | Ooki |
| • <u>Double Dragon Trilogy</u> | DotEmu |
| • <u>Point Blank Adventures</u> | Bandai/Namco |
| • <u>Steep</u> | Ubisoft |
| • <u>Unannounced Projects</u> | Misc. |
| • <u>Alphas/Betas de crowdfunding</u> | Misc. |

Game Jams

- | | |
|---------------------------------|---------|
| • <u>Montpelier in Game</u> | 11/2014 |
| • <u>Jame Shaker/Ludum Dare</u> | 07/2015 |
| • <u>Global Game Jam</u> | 01/2016 |

ENGINES

- Unreal engine 3/4/5
 - Kismet
 - Blueprints
 - Multiplayer
 - VR
- Unity
 - C#
 - UnityScript
 - Mobile/Tactile
 - VR
- RPG Maker
- Level Editors
 - Tomb Raider
 - Super Meat Boy
 - Portal 2
 - Dungeondraft

SOFTWARES

- Jira
- Trello
- Bugzilla
- Testrail
- Notion
- Word
- Excell
- Powerpoint
- Visio
- Visual Studio
- Photoshop
- ClipPaint Studio
- Paint.Net
- Audacity
- OBS
- Gyazo

SOFT SKILLS

- Observation and Details skills
- Investigator at heart, does not let go until he finds the causes of a problem, and explains it.
- Curious by nature, loves to learn
- Versatile experience in the industry

HOBBIES

- Medieval fairs
- Fencing, Ski, Natation, Bike, Hikes
- Darts, Pool
- Roleplaying Games, Worldbuilding, Board Games, Card Games