

PROFILE:

Name: Melisah Doherty
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Availability: Full time - September/October

About Me:

I am a very sociable person and enjoy meeting new people. I am a confident team player, however, I am just as happy working on my own whilst completing individual tasks. I have extensive customer service experience and am very comfortable conversing with people in person or over the phone and also by email/instant messenger etc.

Since starting my first role within the industry I have learnt so many important skills and knowledge ascertaining to the integral workflow of game creation and I carry on learning every single day.

I am looking to add to my skill set and experience, and feel that this opportunity would achieve this. I am an extremely committed person and know I would be a valuable asset to any team. I feel that it is time to challenge myself and I am ready to take on that new challenge.

During my time in a QA role at Codemasters/EA (current position), I have been part of three shipped titles: DiRT 5, GRID Legends and Need for Speed Unbound. The last project I worked on (and was credited for) was the Live Service game: Apex Legends.

I worked as part of the Functional QA team for all titles and also DevQA team for GRID Legends - meaning I have gained dual knowledge for bugging and testing purposes including automation training. I was also, for a few months, part of the "Live Team" for Apex Legends which dealt with issues surrounding the game that came directly from the community.

Please see my website link for a breakdown of what each position meant for me within the company.

EDUCATION:

2016-2020 Teesside University
2012-2013 Weston College

QUALIFICATIONS:

<u>2020</u>		
BA	Computer Games Design	2:1
<u>2013</u>		
NVQ	Business Administration Apprenticeship	PASS

EMPLOYMENT HISTORY:

Overwolf/CurseForge Remote Work From Home April 2025-Present
Content Moderator

- Moderate submitted project pages against strict internal criteria.
- Test submitted mods in game to ensure game compatibility.
- Assess submitted files flagged for 'manual review' for malware or adjacent.
- Provide support where applicable to Content Creators in submitted tickets.
- Communicate regularly with the entire team to sync tasks and information.

EA/Codemasters Codemasters Campus, Southam February 2021-October2024
Quality Assurance/Verification Technician/DevQA

- Taking iterative builds of assigned projects and testing them for errors and bugs.
- Reporting the errors and bugs into the relevant system correctly and efficiently using precise and concise information and language in the company wide database.
- Communicating with my team regularly, making sure we aren't overlapping tasks.
- Using SFTP services to acquire regular projects/builds remotely from the office.
- Using Visual Studios to check builds boot correctly and ticksheets on assets etc.
- Communicating regularly with various departments relevant to the task at hand. I.e Design/Programming/Production etc.
- Compiling evidence for issues on all applicable platforms.

GAME Retail Linthorpe Road, Middlesbrough/Cornmill, Darlington June 2016-January 2021
Customer Assistant

- Man the till to serve customers wishing to purchase products from the shop.
- Assist customers with queries or concerns about the store/games/merchandise etc.
- Maintain product areas so it is clear and organised for all colleagues to use.
- Learn new policies to satisfactory standards to perform, each time they are renewed.
- Take responsibility for oneself on small tasks to complete if there are no customers to assist.
- Have a friendly and approachable manner in place at all times during service hours.

Student Finance England Lingfield Point, Darlington April 2014-June 2014
Post Room Assistant

Working Knowledge 8 Brunswick Square, Bristol October 2012-August 2013
Office Admin Assistant

ASDA Wal*Mart Highwood Lane, Bristol June 09-October 2012
Customer Assistant

REFERENCES:

Available upon request.