



Jeremy Gapper-Towse

AUTOMATION ENGINEER

Details

Horsham
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Links

[LinkedIn](#)

Skills

Automation
Data Analysis
Quality Assurance
JIRA

Hobbies

Game development, ju-jitsu,
hiking, music & cooking.

Profile

Accomplished Automation Engineer (Games) with more than a decade of experience in the industry, currently employed at Creative Assembly.
Results-driven, strategic thinker with an advanced skill set and enjoys a challenge.

Employment History

Automation Engineer, Creative Assembly, Horsham

AUG 2024 – CURRENT

- Collaborate with stakeholders to gather requirements and drive design and implementation of automated solutions.
- Develop, maintain, and scale automated test suites across multiple projects and platforms.
- Identify and implement process improvements to enhance efficiency, quality, and team workflows.
- Design and build dashboards and data visualizations to communicate test results and system performance.
- Contribute to CI/CD pipelines to support reliable and efficient software delivery

Principle Performance Analyst, Creative Assembly, Horsham

JAN 2024 – JAN 2025

- Creation of Automated Testing & Reporting strategies for projects in development.
- Building and contributing to automated testing tools and frameworks in C#.
- Setting up automated report dashboards (Grafana & PowerBi).
- SQL & relational database experience.
- Personalised colleague mentoring & career progression.

Senior Performance Analyst, Creative Assembly, Horsham

APRIL 2023 – JAN 2024

- Working alongside multi-discipline development teams to provide services and validate testing strategies.
- Building high level dashboards using Grafana & PowerBi to gain insights into progression and identify any possibly unknown risks.
- Extensive reporting of automated and manually gathered data, to development managers, directors & other stakeholders.
- Application performance profiling (CPU/GPU & Memory)
- Managing QA effort on third party contracts. Continuing to build professional relationships with partners while increasing our effectiveness.
- Colleague mentoring & career progression.

Performance Analyst, Creative Assembly, Horsham

APRIL 2020 – APRIL 2023

Senior QA Engineer, Creative Assembly, Horsham

APRIL 2018 – APRIL 2020

QA Engineer, Creative Assembly, Horsham

APRIL 2015 – APRIL 2018

QA Technician, Creative Assembly, Horsham

JANUARY 2014 – AUGUST 2015

Education

Btec Level 3 - Computer Hardware Technology/Technician & Networking, South Downs College, Portsmouth

Btec Level 2 - Information Technology, South Downs College, Portsmouth

GCSE's, The Hayling College, Hayling Island

Courses

C++ Certification, W3Schools

JANUARY 2023 — MAY 2023

ISTQB(r) Certified Tester Foundation Level, BCS

JANUARY 2018

Extra-curricular activities

Gameplay/UI Programmer, Four Winds Entertainment, Remote

JANUARY 2018 — DECEMBER 2022

Initial project feature prototyping for minimum viable product.

Design, develop & Implement game code.

Working collaboratively with shared codebase.

Performance profiling & optimisation.

References

References available upon request