



Jeremy Gapper-Towse

SENIOR PERFORMANCE ANALYST

Details

Horsham
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Links

[LinkedIn](#)

Skills

Quality Assurance
Data Analysis
Performance Testing
JIRA
Test Rail

Hobbies

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

Profile

Accomplished Senior Performance Analyst (Games) with more than several years 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

Senior Performance Analyst, Creative Assembly, Horsham

APRIL 2023

- Regularly working alongside multi-discipline development teams to provide services and validate testing strategies.
- Extensive reporting of automated and manually gathered data, to development managers, directors & other stakeholders.
- Performance profiling with internal & external tools (RenderDoc, Intel GPA, Telemetry)
- Managing QA effort on third-party contracts. Continuing to build professional relationships with partners while increasing our effectiveness.
- Individual and colleague work scheduling & prioritisation.
- Colleague mentoring & career progression.

Performance Analyst, Creative Assembly, Horsham

APRIL 2020 – APRIL 2023

- Defining in-game performance targets for all active Total War titles.
- Building and maintaining comprehensive suite of tools and benchmarks to determine most impactful game/engine feature.
- Extensive reporting of automated and manually gathered data, to development managers, directors & other stakeholders.
- Wide-spread document creation; Guides, Processes, Schedules & Personal Learning in order to pass around acquired knowledge to colleagues.
- Managing QA effort on third-party contracts. Meeting performance milestones, feature implementation/testing, build creation & deployment.
- Colleague mentoring & career progression

Senior QA Engineer, Creative Assembly, Horsham

APRIL 2018 – APRIL 2020

- Collaborating with development teams to innovate and future proof testing methodologies.
- Building automated test suites to increase test efficiency across all projects studio wide.
- Liaising with third-parties to ensure products meet their development and business requirements.
- Documenting newly introduced engine features to be used more effectively by other departments.

QA Engineer, Creative Assembly, Horsham

APRIL 2015 – APRIL 2018

- Working alongside development teams to focus on performance & graphical testing on multiple projects.
- Testing pre-submitted code changes to analysis their risk/impact before being released to wider QA teams.
- Creating new and evolving current test cases to improve test efficiency and overall stability of products.

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