

# Ben Roberts

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QA Specialist with 9 years of experience across QA and Production, shipping 7 live-service games. Proven track record in leading end-to-end QA efforts to deliver high-quality releases in Agile teams. Strong technical background, high attention to detail, and a deep passion for game and software development.

## Skills

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**Core Competencies:** Manual Testing, Shift-Left Testing, Agile, Kanban, Cross-functional Leadership, Stakeholder Communication, Feature Prioritization, Road mapping

**Tools & Frameworks:** Selenium, Cypress, Playwright, Postman, JIRA, Confluence

**Languages, Version Control & CI/CD:** C#, Java, SQL, GitHub, Perforce, GitHub Actions, Jenkins

## Experience

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### Acting Lead Producer, Freejam – Portsmouth, UK

Sept 2024 – Feb 2025

- Directed Robocraft 2's content roadmap while maintaining hands-on involvement in test scoping and release QA.
- Coordinated leads, developers and QA to consistently deliver scoped updates on schedule, to a high quality.

### Associate Producer, Freejam – Portsmouth, UK

Mar 2022 – Sept 2024

- Led production for 5 live-service titles, shipping 50+ updates, ensuring QA was integrated from spec to release.
- Continued owning QA strategy while managing cross-functional teams of up to 20 developers to maintain a steady cadence of content releases.
- Created internal tools and Google Sheets scripts to improve manual QA, art and designer processes.
- Supported game design and community management

### QA Technician, Freejam – Portsmouth, UK

Apr 2016 – Mar 2022

- Led QA efforts across multiple titles, managing solo and small QA teams of up to 3 testers.
- Designed and executed comprehensive test plans covering functional, regression, integration, smoke, performance, and exploratory testing.
- Owned build management, ensuring reliable deployment and complete test coverage for each release.
- Collaborated directly with design, art, and dev to embed QA in early stages of development.

### Research Assistant, University of Portsmouth – Portsmouth, UK

Jan 2016 – Jan 2016

- Prototyped a VR interface system in Unity to enable modular user interaction.

## Projects

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### Selenium Automation Suite – The Internet (GitHub)

2025

Developed an automated UI test suite in Java (Junit 5) with Selenium WebDriver, to test elements of a public demo site. Validated login flows, form inputs, and error handling scenarios. Implemented CI with GitHub Actions and used Maven Surefire to generate test reports.

## Education

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### AI/General Programmer, Ambient Quest Studios – Portsmouth, UK

Jun 2014 – Jan 2015

- Developed AI behaviours using A\* and behaviour trees in an Android game.
- Contributed to procedural map generation, UI, and core gameplay mechanics.

### Programmer, Electric Insanity – Portsmouth, UK

Sept 2013 – Jun 2014

- Developed gameplay systems for a 3rd Person RPG in Unreal and a 2D side scrolling platformer in Unity
- Rotated through roles including testing, asset creation, and level design.

### University of Portsmouth – BSC (Hons) in Computer Games Technology

2011 - 2015