



Arran Smedley

CONTACT

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SKILLS

Languages & Scripting

Python, C#, LUA, SQL, C++, HTML

Testing & QA

Selenium, GitLab CI/CD, Jenkins, JIRA, Confluence, Regression Testing, Network Testing, API Testing, Unit Testing

Tools & Systems

Linux/Unix, Delphi, Git, OpenGL, Unity, Unreal Engine, Monogame, Github

Methodologies

Agile, Scrum, Version Control, Test-Driven Development (TDD)

PROFESSIONAL SUMMARY

A technically-focused software developer with experience in systems design, scripting, and automation testing across both commercial and AAA game development environments. Skilled in C++, C#, Python, and Lua, with a strong foundation in debugging, test automation, and Agile workflows. Proven ability to collaborate across multidisciplinary teams, deliver scalable code, and support robust, real-time systems. Open to opportunities in software engineering across games, fintech, and enterprise tech sectors.

WORK HISTORY

Software Engineer 12/2025 - current
Leonardo - Edinburgh

- Contributed to the development and maintenance of RADAR systems software for the Eurofighter Typhoon using **Ada** and **C++**, supporting high-reliability, safety-critical functionality.
- Designed, developed, and maintained automated test frameworks and scripts in **Python**, integrating **Jenkins-based automation pipelines** to validate system behaviour, improve verification efficiency, and support continuous integration testing.
- Collaborated closely with cross-functional engineering teams to support aligned development, testing, and delivery across safety-critical software components.

Technical Designer 12/2022 - 12/2025
Build A Rocket Boy - Edinburgh

- Designed and implemented missions, gameplay systems, and multiplayer features for two large-scale projects: **Everywhere** and **Mindseye**, using **Unreal Engine, C++** and **LUA**.
- Developed interactive mission content and gameplay logic, while also setting up and maintaining mission testing workflows to ensure gameplay stability, progression flow, and multiplayer reliability across both projects.
- Contributed to **multiplayer system implementation** with consideration for **server/client architecture, replication, synchronisation, and responsive networked gameplay behaviour**.
- Collaborated closely with executives, creative leads, designers, and engineers to prototype and develop engaging gameplay experiences and new feature ideas focused on improving long-term player engagement and retention.
- Supported development workflows through debugging, iteration, documentation, and collaboration across multidisciplinary teams in a fast-paced production environment.

Software Tester

05/2021 - 12/2022

The Shopworks - Edinburgh

- Built and maintained automated testing pipelines using **Testim**, **Selenium**, **Node.js**, and **Python**, integrated with **GitLab CI/CD** workflows to improve regression coverage, release reliability, and testing efficiency.
- Developed **Python**, **Pandas**, and **SQL** scripts to support analytics dashboards, automated reporting, data transformation, and validation processes for internal teams and stakeholders.
- Created and maintained automated UI and end-to-end test suites using **Selenium** and **Testim** to support cross-browser testing and streamline QA processes across multiple releases.
- Participated in Agile ceremonies including sprint planning, stand-ups, retrospectives, and QA reviews while collaborating across multiple teams to support large-scale product releases and continuous delivery objectives.

Software Engineer Intern (Summer)

06/2020 - 09/2020

Calnex Solutions - Linlithgow

- Created **Python-based** scripts for network testing using internal APIs and the **Delphi IDE**.
- Conducted **automated ABB regression tests** for telecom tools.
- Worked within a Scrum team on rapid iteration cycles

Software Engineer Intern (Summer)

06/2019 - 09/2019

Viavi Solutions - Newbury

- Contributed to secure geo-location data workflows using **C#**.
- Collaborated with QA and development to resolve high-priority bugs and automate test cases.
- Supported customer deliverables during project deadlines.

EDUCATION

BSc (Hons): Games Development, 06/2021

Edinburgh Napier University - Edinburgh

- Key modules: **C#**, **C++**, **SQL**, **Unity**, **AI Systems**, **Physics-Based Animation**.
- Dissertation: **Procedural Generation in Game Environments**.

HNC: Games Development, 06/2018

Edinburgh College - Edinburgh

- Covered object-oriented programming, databases, project management, animation pipelines.