

# Patrick David Patterson Walker

**Languages:** C#, C++, Powershell, Javascript, HTML

**DigiPen Institute of Technology** - BS in Real-Time Interactive Simulation (*Computer Science*) December 2009

## **ForzaTech Automation Team Lead**

**July 2022 to Present**

- Hire and support 4 contractors and 2 new FTEs on the Automation team
  - Meet with team members on a regular basis to make sure they are supported
  - Help everyone understand our systems and guide them through feature implementation
- Stay in sync with client teams to understand their needs and keep them up to date on what we are delivering
- Responsible for the Automation team's long-term vision
  - What is important?
  - How will we implement it?
  - Break it down to initiatives \ backlogs that multiple team members can work on

## **Senior Software Developer at Turn 10**

**April 2016 to June 2022**

- Implemented new test framework inside the client
  - Enabled devs to work in C++
  - Enable more powerful test cases to be written easier since the implementer can call client code directly
- Extended test automation to include more xbox platforms and a new PC platform
  - PC|MSXIVC (Gaming Desktop), Xbox Series X, Xbox One X
- Migrated test and build reporting into Azure DevOps from TFS
- Created bespoke reporting internal website to consolidate builds, test runs, bugs into one place
- Created a system to offload local build validation and test runs into 'the cloud' (not your PC)
  - Automate checkins if your build and test runs pass
- Created a 'Device Checkout' system for automated test runs and as a way for devs to use more devkits than they may have at their desk
- Implemented Parallel Test Execution which cut test runtimes in at least half
- Implemented a studio-wide automated deployment and kit management tool
  - Deploy the build every day to all the kits in the studio
  - Enable dev and artists to spend less time synching and deploying
  - Enable everyone in the studio to have playtest builds ready to play in the mornings
  - Worked with partner studio to integrate their tech into our systems
    - This was their tool, I stood it up in our codebase and our hardware with help from Ops

## **Multiple Contracts: Work at Turn 10**

**January 2013 - December 2015**

- Designed, implemented and owned new C# System Tests framework for studio's BVTs/FVTs
- Integrated new framework into existing automated test runs system
- Communication across dev and test teams to make sure framework features are supported
- Implemented automation for Windows 10 app platform (UAP)
- Implemented test framework feature to support multiplayer tests (automate several devkits from one PC)