23 oct.—16.40-17.00

Model-Based Testing on a 3D game engine
by Rasmus Moller Selsmark—Unity 3D

Rasmus has worked with software development for over 15 years as software developer, mostly focusing on quality assurance, automated testing and software delivery processes for the last decade. With interest, he has followed the development of model based testing techniques, which he has applied for testing backend features of the Unity 3D game engine. His current position is lead for an infrastructure team in Unity Technologies, and he is excited about this opportunity for presenting lessons learned from using model based testing in this area of software development.

Occasionally he shares his thoughts and experiences from software and test automation on: http://rasmus.selsmark.dk