

Alberto Adolfo Vega Leon

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Education

Concordia University

Expected: 2021

Bachelor in Engineering, Software Engineering
(Major) Option: Computer Games
Montreal, Quebec

Souza Lima Conservatory

2007-2008

First year of Jazz Performance and Studies
São Paulo, Brazil

Experience

Keywords Studios: Functionality game tester.

2017-2019

- Performed **testing** on independent and AAA titles.
- Helped new testers with familiarization and project workflow.
- Created **test plans** such as: smoke tests and checklists.
- Wrote and reported bugs on **JIRA**.

School Project: mRides

Winter 2017

- Developed a native iOS/Android mobile application using the **ionic 2 Framework** - Stored data on **MongoDB**.
- Performed testing using **Mocha** and **Chai** as an assertion library
- Tracked tasks and bugs using **JIRA** project management tool

School Project: Room8

Winter 2017

- Performed corrective maintenance on projects developed the previous term
- Modified the project's architecture to use Aspect Oriented Programming.
- Project was developed using **Node.js**, **Grunt**, **Nodemon** and **MELD**

School Project: The Casualties Report [Game]

Fall 2017

- Used **Unity** game engine for the development environment.
- Drew the art and animation using **Piskel**.
- Developed the functionality using **C#** in Visual Studio
- Organized tasks and managed the team's milestones with **Trello**

Interests and Keywords

Languages: Fluent in English, Spanish and Portuguese. Basic French.

Computer skills: Java, Python, C#, C++, Unity

Interests: Sports[Basketball, Soccer Tennis, Volleyball], Video Games, Manga