Alberto Adolfo Vega Leon

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Education

Concordia University	Expected: 2020

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