



MARÍA LÓPEZ

QA & GAME DEVELOPER

ABOUT ME

I am a QA tester and game dev focused mainly on testing. With a huge passion for video games (making them my main hobby), I've always loved unraveling the mysteries of how they're made. I also work with a team developing small games where we take part in every stage of its creation. I've been focused on my studies and out of the industry for a while, but I've never stopped keeping myself informed about how it's evolving and studying how games are made. Right now I'm really looking forward to finding a job as a QA and exploring new roles within the department, maybe with help of my new certificate in Data Analysis.

TOOLS

Trello, ClickUp, Confluence, Jira, HacknPlan, Word & Excel.

Unity, Unreal 4 and 5, Construct 3.

Other tools and languages: Photoshop, Illustrator, Premiere, 3ds Max, Blender, Audacity, Tableau, C#, C++, Js, html, css, R, SQL, Python.

WORK EXPERIENCE

Crema



CREMA

QA Tester Internship

Sep 2020 - Feb. 2021

Internship for Crema in Temtem, a monster collection MMO that got a lot of fame on Kickstarter. I learned the basics of Quality Assurance and they taught me different programs and how to properly report bugs, along with good organization and analysis. Additionally, we learned a variety of test types and tools within the engine to make testing more dynamic and reports more accurate.

QA Tester

Feb. 2021 - Oct. 2022

After a successful internship, I was hired in the Temtem QA team. We were all doing a variety of tasks: from looking for bugs in the forums to reading the dialogues and checking localization, doing monthly test plans, unit tests and certification, reviewing new mechanics that were being developed and their interaction with the rest of the game, using PlayStation, Nintendo Switch and Xbox Dev Kit... I learned a lot of things and I found the job really interesting and satisfying.

EDUCATION

Technological Baccalaureate with Honors

Videogame Design & Development Degree in UDIT

Major in programming (2020-2024)

Google certificate in Data Analysis
(2024)

CONTACT



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SKILLS

- Team work & initiative
- Attention to detail
- Quick adaptability
- Passional & persistant
- Verbal & written communication
- Programming skills
- Critical & creative thinking

LANGUAGES

- Spanish (native)
- English (fluent)
- French (intermediate)
- Japanese (basic)