MARÍA LÓPEZ
QA & GAME DEVELOPER

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Madrid, Spain

CONTACT

SKILLS

- Team Work & Initiative
- Willing to Learn
- Passional & Persistant
- Verbal & Written Communication
- Programming Skills
- Critical Thinking & Creative

LANGUAGE

- Spanish (native)
- English (high)
- French (medium)
- Japanese (low)

PROFESSIONAL PROFILE

I am a QA Tester and Game Developer focused mainly on testing. I have a small group of three that I'm creating games with, and my main role is as a programmer and QA, although I do a little bit of everything. With a huge passion for games, I've always loved unraveling the mysteries of how a game is made. I have had a great time trying to break game mechanics and dynamics, both professionally and for leisure. Right now I'm looking forward to growing as a QA and trying out various positions within the department.
On the other hand, I am willing to move from the city if the job requires it.

TOOLS

Art: Photoshop, Illustrator, Premium, 3ds Max
Design & Dev: Trello, ClickUp, Docs & Excel
Programming & Dev: C#, C++, Js, html & css, Unity, Unreal, Construct 2
More familiar with programming, design, and dev tools.

WORK EXPERIENCE

Cremagames

QA Tester Internship

Sep 2020 - Feb. 2021

Internship for Cremagames in Temtem, a monster collection MMO that got a lot of fame on Kickstarter. There I learned the basics of Quality Assurance. They taught me different programs and how to properly report bugs, along with good organization. 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, which had 5 people. There was no specific role other than Lead QA, so we were all doing a variety of tasks. From looking for bugs in the forums to reading the dialogues looking for bugs, doing monthly test plans, unit tests, reviewing new mechanics that were being developed and their interaction with the rest of the game... I learned a lot of things and I found the job really interesting and satisfying.

EDUCATION

Technological Baccalaureate with Honors
Videogame intense course (2016)
Videogame Design & Development Degree in ESNE