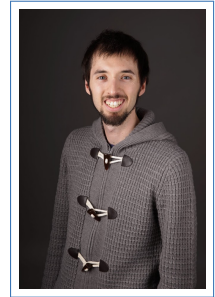


Maurici Prats

Curriculum Vitae

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Experience

Apple, Cupertino, California

5/2020-9/2021
(1 year 5 months) **Quality Engineer**
Validating functionality and compliance of USB related technologies on Apple Products as well as developing and maintaining a continuous integration system for firmware and software validation.

Flaregames, Karlsruhe, Germany

11/2018-08/2019
(10 months) **QA Lead of Publishing Services**
Managing, supervising and executing the necessary tasks to guarantee that the services provided by Flaregames are up to quality standards. Also supporting different studios and games with functional, compatibility, performance and compliance testing as well as managing different outsourcing teams to support multiple projects.

11/2017-11/2018
(1 year) **QA Lead**
Being responsible for the quality of multiple games published by Flaregames as well as planning, delegating and executing tasks to make sure the quality of the products is as good as possible on all its different areas, including functionality, compatibility, performance, compliance and others.

06/2017-11/2017
(5 months) **QA Tester**
Testing different aspects on games like compliance, functionality, SDK integrations and performance across multiple mobile platforms.

Digital Legends, Barcelona, Spain

09/2016-05/2017
(9 months) **Junior Associate Producer**
Managing the live operation activities of different projects in the company by performing tasks such as balancing department workloads, improving procedures, scheduling releases, etc.

06/2015-09/2016
(1 year 3 months) **QA Tester**
Preparing and executing functional and performance tests for mobile games on Android and iOS.

Tecnopreven S.L., Barcelona, Spain

04/2013-12/2014
(1 year 9 months) **Software Developer**
Developing the front and back end of a Webserver application used for hazard prevention and medical support.

Education

- 2020–2020 **ISTQB Foundation Level - Agile Tester**, *ASTQB*, California
Expanded the knowledge on testing in Agile projects and Agile methodologies and obtained the official certification CTFL-AT from ASTQB.
- 2019–2019 **ISTQB Foundation Level**, *ASTQB*, California
Solidified and broadened the knowledge on Software Quality Assurance and obtained the official certification CTFL from ASTQB.
- 2017–2017 **Initiating and Planning Projects**, *University of California*, Online
Learned about the fundamentals of project management, the different project stages and the bodies of knowledge, as well as the areas and responsibilities related the position.
- 2014–2015 **Master in Design and Creation of Videogames**, *UPC School*, Barcelona, Spain
Learned how the processes of game development work and developed a game in Unity together with other master students.
- 2007–2015 **Degree in Computer Science**, *Universitat Politècnica de Catalunya*, Barcelona, Spain
Learned the basics of all sorts of disciplines related to Computer Science like Programming, IT, Software Architecture, Hardware Architecture, etc.

Programming Skills

- Personal C#, Unity, C++, C
- Professional JAVA, SQL, Javascript, J2EE, Python, Bash

Tools Knowledge

- Professional JIRA, Confluence, Amplitude, Testrail, Gamebench, Radar, Wrike

Languages

Spanish ● ● ● ● ●

English ● ● ● ● ●

Catalan ● ● ● ● ●

German ● ● ○ ○ ○