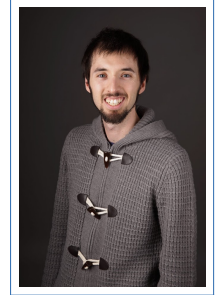# Maurici Prats
Curriculum Vitae

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Experience

Flaregames, Karlsruhe, Germany

11/2018–08/2019
(10 months)

QA Lead of Publishing Services

Managing, supervising and executing all the necessary tasks to make sure 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, making sure that the release schedules are on track, etc.

06/2015–09/2016
(1 year 3 months)

QA Tester

Testing different projects of the company as well as reviewing functional and performance tests for mobile games on Android and iOS. Also taking care of the training of interns.

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.

inLab FIB, Barcelona, Spain

10/2011–06/2012
(9 months)

Technical Support Intern

Monitoring servers and different systems of the university during weekends as well as resolving any problem related to student accounts.

Iccic, Barcelona, Spain

2008–2011
(3 years)

Summer English Teacher

Teaching English to kids between the ages of 8 and 16 as well as organizing and participating in fun activities during summer camps.

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.
2012–2012	**Exchange Student of Computer Software Engineering**, *University of Southern Denmark*, Odense, Denmark Learned about different topics of Computer Science in a foreign and international environment.
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, Libgdx, Python
Professional	JAVA, SQL, Javascript, J2EE

Tools Knowledge

Professional	JIRA, Confluence, Amplitude, Testrail, Gamebench, Microsoft Office

Languages

Spanish	Mothertongue
Catalan	Mothertongue
English	Professional working proficiency
German	Basic knowledge

Interests

- Video Games
- Traveling
- Swimming
- Game Jams
- Music