



# OSCAR LARIOS

## QA ENGINEER & DEVELOPER



+34 647 75 51 05



oscar\_2596@hotmail.com



BARCELONA, SPAIN



[www.megaoski.github.io](http://www.megaoski.github.io)



## EDUCATION

POLYTECHNIC UNIVERSITY  
OF CATALONIA 2017-2022

B.D. IN DESIGN AND  
DEVELOPMENT OF VIDEO GAMES



## ABOUT ME

PASSIONATE AND CURIOUS. QUICK  
LEARNER AND DEDICATED TO QUALITY. I  
LOVE WORKING IN A TEAM AND I STRIVE  
FOR GOOD COMMUNICATION AND  
INCLUSION.

DEDICATED MY END OF DEGREE THESIS  
TO LEARN ABOUT ACCESSIBILITY IN  
VIDEOGAMES



## TOOLS



UNITY



UNREAL ENGINE



VISUAL STUDIO



GITHUB



JIRA



EXCEL



GITLAB



CYPRESS



FIGMA



NOTION



## WORK EXPERIENCE



### QA ENGINEER

FEB 2022 - PRESENT

FILMIN S.L.



## OTHER



### GRAN CITM GAMEJAM

UPC 2021 GAMEJAM



## SKILLS

- MANUAL & AUTOMATED TESTING
- SCRIPTING (C# / C++)
- DESIGN THEORY
- DESIGN DOCUMENTATION
- CI/CD TESTING
- DATABASES (POSTGRESQL)
- SCRUM METHODOLOGY
- ACCESSIBILITY IN VIDEO GAMES



## LANGUAGES

- ENGLISH (ADVANCED)
- SPANISH (NATIVE)
- CATALAN (NATIVE)



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