OSCAR LARIOS

QA ENGINEER & DEVELOPER

📞 +34 647 75 51 05
✉️ oscar_2596@hotmail.com
📍 BARCELONA, SPAIN
🌐 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.
REALLY INTERESTED IN WORKING IN THE FIELD OF ACCESSIBILITY, DEDICATED MY END OF DEGREE THESIS TO IT.

💡 TOOLS

- UNITY
- UNREAL ENGINE
- VISUAL STUDIO
- GITHUB
- JIRA
- EXCEL
- GITLAB
- CYPRESS

💼 WORK EXPERIENCE

- **QA ENGINEER**   FEB 2022 - PRESENT
  FILMIN S.L.

⊙ OTHER

- **GRAN CITM GAMEJAM**
  UPC 2021 GAMEJAM

- **ALPHA TESTER**
  BALDUR'S GATE 3

📊 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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in **LinkedIn**   **www.megaoski.github.io**   **Github**