

NICOLAS GONZALEZ

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Skills

- HTML and CSS | JavaScript | React Native | Git | QA | Game QA | Game Art QA | Game Development Tools | PC
- Microsoft Xbox | PlayStation 5 | Nintendo Switch | Agile Frameworks | Microsoft Office | Google Workspace
- Open-minded | Team-oriented | Approachable | Understanding | Communication | English and Spanish – *Native speaker*

Experience

Game Quality Analyst

Globant

Montevideo, UY 04/2021 - 05/2024

- Worked on high-profile projects including ***Suicide Squad: Kill the Justice League*** and ***Back 4 Blood***, applying rigorous testing methodologies to ensure quality and performance.
- Authored and managed **bug reports**, ensuring accurate and detailed documentation of issues, leading to efficient resolutions using **Jira**.
- Identified and reported **over 5000 bugs in less than two years**, significantly contributing to product improvement.
- I've done more than **6000 regression in over a year** impacting and significantly contributing to the projects done.
- Conducted comprehensive **regression testing** to verify fixes and prevent the reintroduction of defects, maintaining product quality using **Jira** and **TestRail**.
- Performed **dupe searches** to identify and manage duplicate bugs, streamlining the testing process and reducing redundancy.
- Created and maintained thorough **documentation**, providing clear guidelines and information for team use.
- Executed **test cases** meticulously, ensuring all scenarios were covered to meet client specifications.
- Liaised with clients, ensuring clear communication and understanding of their needs and feedback.
- Participated in daily meetings, contributing to the alignment of team goals and project updates using **Scrum**.
- Managed the team as **TechKnowledge** (Point of Contact), coordinating tasks, resolving issues, and ensuring the equipment and bugs were up to date and correctly submitted.
- Led on-boarding processes and created/updated training materials to ensure smooth transitions and efficient knowledge transfer within the team using Google Workspace tools.

Pastry Chef

Tienda Inglesa

Montevideo, UY 05/2016 - 02/2018

- Contributed to organizing my **staff** and providing solutions for the ongoing day.
- In Charge of handling customers on making a deal or securing a sale.
- In charge of inventory.
- Organizing my time so everything will be ready in time.

Education

Web UI

Udemy

Montevideo, UY 08/2023 - 02/2024

- Focused on learning how to make a web page from scratch using HTML, Js, CSS and bootstrap we would have great challenges creating a lot of pages with different functionalities.

Globant - NodeJs Academy

Udemy

Montevideo, UY 03/2021 - 04/2021

- Focused on learning how nodeJs works by creating a web page and testing on Postman the end-points while also implementing a database with mongoDB.

NodeJs – Coursera

University Hong Kong

Montevideo, UY 10/2020 - 07/2021

- Server-side Development with NodeJS, Express and MongoDB

Web UI

Jóvenes a Programar - Plan Ceibal

Montevideo, UY 03/2020 - 11/2020

- Web Development with HTML, JavaScript and CSS.