Oscar Curto Cormenzana

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Technology and innovation have always driven my ambitions, leading me to become a software engineer. I am a creative and proactive person with strong communication and teamwork skills. I take pride in my decisiveness, responsibility, and attention to detail. I have experience in software development, with a strong focus on quality assurance, automation, and optimizing development processes.

PROFESSIONAL EXPERIENCE

EventLAB   **Barcelona, Spain**
Software Developer Engineer   01/2025 - Present
- Leading the development of a Unity VR project for a physics-based activity simulation, focusing on immersive interactions, performance optimization, and user experience.

Ubisoft   **Barcelona, Spain**
QA Developer Engineer   09/2020 - 12/2024
- Development tester both manual and automated at Rainbow 6 Siege - Playlist Cell
- Dev Test ownership of features from conception to Live release
- Mentor and Manager of QA team newcomers
- Good command of the tools: JIRA, MIRO, & TestRail

Light Eyes   **Barcelona, Spain**
 Technical department   09/2019 - 03/2020
- Solve any technical incidence, vulnerability analysis, DRP, training courses, ...
- Commercial management

EDUCATION

Programming Mentorship   **Barcelona, Spain**
Learning programming best practices and advanced techniques   09/2023 - 09/2024
Mentors: Lead and Senior Programmers from Ubisoft

BCs in Informatics Engineering   **Barcelona, Spain**
UPC - Polytechnic University of Catalonia, FIB   09/2016 - 06/2020
- The Final Tesis Project: "Correction of a user's physical position in an immersive virtual reality environment". Objective: To avoid the collision between the user and a physical object (wall) using Walk in Place, made with the **Unity** engine.

PERSONAL PROJECTS

During my years of learning I have developed programming skills using different engines [Unity, Unreal Engine & Godot]. Some of these projects have been developed individually and others in a group way, I hope you like them: *https://oscarcurtoc.github.io/*

LANGUAGE SKILLS

Spanish (Native), Catalan(Native) & English (Advanced)

IT SKILLS

Unity (Advanced), Unreal Engine (Intermediate), Godot (Intermediate)
C# , C++, Python, Java (Advanced) , OpenGL (Intermediate)
Jira, Miro, Confluence, Github (Advanced)

ADDITIONAL INFORMATION

Driving license: B and A with own vehicle
Special Interest: Videogames, Virtual Reality, Augmented Reality and Apps