

# Oscar Curto Cormenzana

+34 607 499 152 (SP) | [oscar.curto@hotmail.com](mailto:oscar.curto@hotmail.com) | Barcelona, Spain | <https://oscarcurtoc.github.io/>

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

---

|  |  |
|--|--|
| <b>EventLAB</b><br>Software Developer Engineer   | <b>Barcelona, Spain</b><br>01/2025 - Present |
| <ul style="list-style-type: none"><li>Leading the development of a Unity VR project for a physics-based activity simulation, focusing on immersive interactions, performance optimization, and user experience.</li></ul>  |  |
| <b>Ubisoft</b><br>QA department  | <b>Barcelona, Spain</b><br>09/2020 - 12/2024 |
| <ul style="list-style-type: none"><li>Development tester both manual and automated at Rainbow 6 Siege - Playlist Cell</li><li>Dev Test ownership of features from conception to Live release</li><li>Mentor and Manager of QA team newcomers</li><li>Good command of the tools: JIRA, MIRO, &amp; TestRail</li></ul> |  |
| <b>Light Eyes</b><br>Technical department  | <b>Barcelona, Spain</b><br>09/2019 - 03/2020 |
| <ul style="list-style-type: none"><li>Solve any technical incidence, vulnerability analysis, DRP, training courses, ...</li><li>Commercial management</li></ul>  |  |

## EDUCATION

---

|  |  |
|--|--|
| <b>Programming Mentorship</b><br>Learning programming best practices and advanced techniques<br>Mentors: Lead and Senior Programmers from Ubisoft  | <b>Barcelona, Spain</b><br>09/2023 - 09/2024 |
| <b>BCs in Informatics Engineering</b><br>UPC - Polytechnic University of Catalonia, FIB  | <b>Barcelona, Spain</b><br>09/2016 - 06/2020 |
| <ul style="list-style-type: none"><li>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 <b>Unity</b> engine.</li></ul> |  |

## 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