

# Oscar Curto Cormenzana

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I consider myself a creative and active person with abilities for communication and teamwork. I take pride in my decisiveness, responsibility and meticulousness. My main career interests are working in the developer and management branch.

## EDUCATION

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UPC - Polytechnic University of Catalonia, FIB

Barcelona, Spain

BCs in Informatics Engineering

09/2016 - 06/2020

- The Final Thesis 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.

Sagrat Cor de Sarrià

Barcelona, Spain

Scientific and technological High School

09/2014 - 06/2016

Summer program in Epson School

London, England

07/2011

## PROFESSIONAL EXPERIENCE

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Ubisoft

Barcelona, Spain

QA department

09/2020 - Present

- Development tester at Rainbow 6 Siege - Playlist Cell
- Dev Test ownership of features from conception to Live release
- Mentor QA team newcomers
- Good command of the tools: JIRA & TestRail

Light Eyes

Barcelona, Spain

Technical department

09/2019 - 03/2020

- Solve any technical incidence, vulnerability analysis, DRP, training courses, ...
- Commercial management

Steward in events

Barcelona, Spain

09/2018 - 11/2018

## LANGUAGE SKILLS

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Spanish (native), Catalan(native), English (B2), French (Elementary)

## IT SKILLS

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Unity (Interm-Advanced), Unreal Engine (Intermediate), Godot (Intermediate)

C# , C++ , Java (Advanced) , OpenGL (Intermediate)

Office 365 (Advanced) , HTML & CSS (Intermediate), SQL (Intermediate), Linux (Interm-Advanced)

## ADDITIONAL INFORMATION

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Casal Loiola - *Volunteer*

Barcelona, Spain

10/2014 - 06/2015

Interests: Sports (basketball, padel, diving, skiing, running, martial arts) and travelling

Driving license: B and A with own vehicle

Special Interest: Virtual Reality, Augmented Reality, Videogames and Apps.