

OBJECTIVE

To work as a Game Quality professional and for that I'm open and eager to learn.

SKILLS
AND
COMPETENCES

Good written and oral communication. Good interaction and cooperation with people from different areas and countries, agility, and proactivity.

ON SITE
AND HOME OFFICE
EXPERIENCES

- Gamer Support Analyst – Junior (part QA)
Riot Games - Liq Corp S.A
October 2019 – January 2021
- Quality Game Tester – Red Cerberus (Unity and Unreal triple A and indie, PC, consoles)
January 2021 – August 2021
- Game QA Analyst – Wildlife Studios (f2p mobile games with focus on Unity)
August 2021 – December 2022
- QA Analyst – Equals – Stone Co. (mobile, web, API and databases)
January 2023 – May 2023
- Functional QA Analyst – Fire Hose Games (PC Factory Automation Steam and Gamepass, Player Support, Localization)
October 2023 – October 2024
- QA Analyst – Big Moxi Games (PC Games)
April 2025 – Now

EDUCATION

- Computer Science - Universidade Cidade de São Paulo (UNICID)
(Concluded in 2023)
- Robot Framework Automation – Udemy
- (Studying) Certified Tester Foundation Level – ISTQB/BSTQB
- Udemy
- SQL Databases - Udemy
- (Studying) Unreal/UEFN Development
- (Studying) Unity Development (C#) – Udemy
- Game Testing - Udemy

KNOWLEDGE
AND
OTHER EXPERIENCES

- IT Knowledge
- Jira bugging, stories, tasks creation, test creation on Zephyr
- Testrail cases, runs and milestones creation
- Figma/Miro viewing for mock-ups
- Slack and Zoom communications
- Xcode in Mac OS for build installing and log viewing
- Confluence for documentation
- Charles Web Proxy for debugging
- Unreal Editor for Fortnite (UEFN) for custom island creation

LANGUAGES

- Business Level English
- Native Portuguese
- Basic Japanese (currently studying)