

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	<ul style="list-style-type: none">Gamer Support Analyst – Junior (part QA) Riot Games - Liq Corp S.A October 2019 – January 2021Quality Game Tester – Red Cerberus (Unity and Unreal triple A and indie, PC, consoles) January 2021 – August 2021Game QA Analyst – Wildlife Studios (f2p mobile games with focus on Unity) August 2021 – December 2022QA Analyst – Equals – Stone Co. (mobile, web, API and databases) January 2023 – May 2023Functional QA Analyst – Fire Hose Games (PC Factory Automation Steam and Gamepass, Player Support, Localization) October 2023 – October 2024QA Analyst – Big Moxi Games (PC Games) April 2025 – Now
EDUCATION	<ul style="list-style-type: none">Computer Science - Universidade Cidade de São Paulo (UNICID) (Concluded in 2023)Robot Framework Automation – Udemy(Studying) Certified Tester Foundation Level – ISTQB/BSTQB - UdemySQL Databases - Udemy(Studying) Unreal/UEFN Development(Studying) Unity Development (C#) – UdemyGame Testing - Udemy
KNOWLEDGE AND OTHER EXPERIENCES	<ul style="list-style-type: none">IT KnowledgeJira bugging, stories, tasks creation, test creation on ZephyrTestrail cases, runs and milestones creationFigma/Miro viewing for mock-upsSlack and Zoom communicationsXcode in Mac OS for build installing and log viewingConfluence for documentationCharles Web Proxy for debuggingUnreal Editor for Fortnite (UEFN) for custom island creation
LANGUAGES	<ul style="list-style-type: none">Business Level EnglishNative PortugueseBasic Japanese (currently studying)