



MARTÍN ROSA

QA Engineer

SKILLS

Programming & Tools: Git, GitHub, GitLab, HTML, CSS, JavaScript (JS), TypeScript (TS), Lua.

QA Tools & Methodologies: Appium, Cucumber, WebdriverIO, Gherkin, TestLodge, BrowserStack, issue tracking (e.g., Jira, Trello), test plan creation, agile methodologies, regression & unit testing, localisation QA.

Game Development & Design: Unity, Godot, Godot Scripting (GDS), Aseprite.

Design & Multimedia: Adobe Illustrator, Photoshop, Blender, GIMP, prepress preparation.

Data Analytics & Product Tools: Amplitude, Braze.

Project Management: Kanban, Trello.

LATEST EXPERIENCE

QA Engineer

2020 · 2024 Madrid, Spain Lingokids

- Conducted manual and automated testing for mobile and web applications, including bug reporting and issue tracking.
- Designed and maintained comprehensive test plans and cases, ensuring coverage for unit, regression, and end-to-end tests.
- Managed and maintained Kanban boards for issue prioritisation and workflow optimisation.
- Performed functional and localisation QA, leveraging APIs and automation tools such as Appium, Cucumber, and WebdriverIO for mobile testing.
- Collaborated with cross-functional teams to deliver high-quality releases within Agile frameworks.

QA Analyst / Game Tester & Translator

2018 · 2020 Montevideo, Uruguay · Madrid, Spain Freelance

- Created and managed Trello Kanban boards to streamline task allocation and progress tracking.
- Designed and executed test plans and test cases for Alpha and Beta builds, ensuring robust functional and localisation QA.
- Conducted regression testing to validate fixes and maintain quality across builds.
- Authored detailed release notes and translated in-game text, scripts, and documentation to ensure linguistic accuracy.

Graphic / Prepress Designer

2017 · 2018 Montevideo, Uruguay Imprenta Omega

- Designed marketing materials, including brochures, booklets, and menu prototypes, adhering to client specifications.
- Prepared files for prepress and print, ensuring compliance with printing standards.
- Authored clear and concise printing instructions for production teams, facilitating error-free output.

PROFILE

Dedicated QA Engineer with a strong focus on delivering clear, concrete, and concise results. Passionate about leveraging new technologies to enhance testing processes and continuously expanding my tech stack. Driven by a love for video games and a commitment to ensuring exceptional quality in every project.

CONTACT

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EDUCATION

2015 - Graduate in Electromechanics,
UTU Arroyo Seco, Uruguay.

TRAINING

2016 - Graphic Design
2017 - QA Engineering
2018 - Video Games Design
2021 - Game Development in Unity
2022 - Automation QA with Appium
2023 - Full-Stack Web Dev Bootcamp
2024 - Game Development in Godot
2024 - Video Games Marketing

LANGUAGES

Spanish: Native
English: Advanced
(Bilingual proficiency)
Portuguese: Intermediate
(Conversational proficiency)
Japanese: Basic
(Foundational knowledge)

HOBBIES

Indie game development,
web development, languages.