



# MARTÍN ROSA

QA Automation Engineer

## SKILLS

**Programming & Dev Tools:** Git (GitHub, GitLab), HTML, CSS, JavaScript, Java, Lua, TypeScript.

**QA Tools & Methodologies:** Appium, Cucumber, WebdriverIO, Gherkin, TestLodge, BrowserStack, Shift-Left approach, Page Object Model (for Automation), Allure for automated reports, Issue tracking tools, Test plans development, Agile methodologies, Regression & Unit testing, Localisation QA.

**Game Dev & Game Design:** Unity, Godot, Godot Script (GDS), Playdate SDK, LÖVE2D Engine.

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

**Data Analytics & Product Tools:** Amplitude, Braze, Firebase.

**Project Management:** Kanban, Trello.

## LATEST EXPERIENCE

### QA Automation Engineer

2025 · Present Remote (based in Spain) Lottoland

- Manual and automated testing for iOS apps and web platforms, with detailed bug reporting and issue tracking.
- Automation framework maintenance in Java using Appium, applying the Page Object Model design pattern.
- Design and maintenance of comprehensive test plans and cases, covering unit, regression, and end-to-end scenarios.
- Management of Jira boards for issue prioritisation and workflow optimisation within Agile and Waterfall methodologies, following Shift-Left practices.
- Utilisation of Firebase feature flags to manage test environments and releases.
- Generation and analysis of automated test reports using Allure.
- Collaboration with cross-functional teams to ensure timely delivery of high-quality software releases.

### QA Automation Engineer (former Manual QA Engineer)

2020 · 2024 Remote (based in Spain) Lingokids

- Manual & automated testing for iOS, Android, and web apps, with detailed bug reporting and issue tracking.
- Test plan and case design/maintenance, covering unit, regression, and end-to-end testing.
- Kanban board management for issue prioritisation and workflow optimisation, in both Agile and Waterfall environments, applying Shift-Left practices.
- Functional & localisation QA using APIs and tools like Appium, Cucumber, and WebdriverIO.
- Cross-functional collaboration to ensure high-quality releases within Agile frameworks.

### QA Analyst / Game Tester & Translator

2018 · 2020 Montevideo, Uruguay · Madrid, Spain Freelance

- Management of Trello Kanban boards to streamline task allocation and progress tracking.
- Design and execution of test plans and cases for Alpha and Beta builds, ensuring thorough functional and localisation QA.
- Conducting regression testing to validate fixes and maintain consistent quality across builds.
- Authoring release notes and translating in-game text, scripts, and documents to ensure linguistic accuracy.

## PROFILE

Detail-driven QA Engineer experienced in delivering clean and reliable results. Always expanding my tech stack, with a strong passion for game development.

## CONTACT

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## EDUCATION

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

## TRAINING

2016 - Graphic Design  
2017 - Video games testing  
2017 - QA Analyst  
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 - Bilingual proficiency  
Portuguese - Conversational  
Japanese - Pre-intermediate (N4)

## HOBBIES

Game design & development,  
web development, languages.