

VINICIUS GIL

Email: viniciusgil_es@hotmail.com

Liverpool, UK – Open to relocation

PROFILE

Dedicated and detail-oriented QA professional with a strong passion for gaming and comprehensive expertise in quality assurance, game testing, and technical support. Known for maintaining high standards and proactive problem-solving in dynamic, fast-paced environments. Adept at collaborating with developers, producers, and cross-functional teams to ensure product quality and compliance. Fluent in English, Brazilian Portuguese, and Italian, enabling effective communication and teamwork in diverse settings.

TECHNICAL SKILLS

- **Programming:** C#, HTML
- **Tools:** TestRail, Jira, GitHub, Microsoft Office Suite (PPT / Excel / Word), Unreal Engine, XLOC
- **QA Testing:** Test case creation, Test plan development, Bug tracking, Regression testing

PROFESSIONAL EXPERIENCE

Universally Speaking – *Quality Assurance Technician*

November 2023 – Present

- Created comprehensive test cases and scenarios to evaluate game functionality and compliance.
- Executed rigorous test cases and documented detailed defect reports to enhance product quality.
- Collaborated closely with developers and game producers, participating in production meetings to align on quality expectations.
- Mentored and supported new QA team members, promoting best practices in testing methodologies.

PlaytestCloud – *Play Tester (Gaming) – Freelance*

June 2023 – November 2023

- Conducted in-depth game testing and provided constructive feedback to developers on gameplay and user experience.
- Suggested actionable improvements that enhanced game mechanics and user engagement.

Gigacycle – *IT Technician*

May 2023

- Diagnosed and resolved hardware issues, applying problem-solving strategies to ensure optimal equipment performance.
- Gained valuable experience with technical tools and diagnostics, relevant for QA environments.

Aramco – Junior Game Developer (VR Project)

October 2022 – February 2023

- Developed interactive VR training modules using Unity and C# scripting, integrating localisation and user interface features.
- Managed client interactions and maintained clear communication for an investor-focused project, showcasing strong verbal communication and reporting capabilities.

Evelyn's Cafe Bar LTD– Manchester, UK

Head Chef/Sous Chef

I have worked in a range of different restaurants such as a Primary School.

- Navarro Lounge, Manchester, UK.
- Racconto Lounge, Bury, Manchester, UK.
- St Mary's RC Primary School Swinton, Manchester, UK.
- Patisserie Valerie Deansgate, Greater Manchester, UK.

Professional Football Player

2006 – 2011

- Competed professionally in Brazil and Italy, developing resilience, teamwork, and strategic thinking.

VOLUNTEER EXPERIENCE

- World Youth Day, 07/2013
- Orphanage Volunteer, Fundação Fé e Alegria OMG, 07/2012 – 04/2014

LANGUAGES

- **English:** Fluent
- **Brazilian Portuguese:** Native
- **Italian:** Fluent

EDUCATION

- **Bury College** – English Skills (Speaking and Listening) Entry 3 (2019–2020)
- **Estácio de Sá University** – International Commerce Degree (2012–2014)
- **Casa Verde** – Computer Maintenance Course (6 months, 2007)
- **High School Finals** – State of Espírito Santo Government (A-Level Equivalent, 2003–2006)

ADDITIONAL QUALIFICATIONS

- Familiar with test management tools such as Jira and TestRail.
- Experience in localisation testing and game production collaboration.
- Basic coding experience in Python, with an interest in expanding automated testing skills.
- Demonstrated ability to compile detailed performance data and provide actionable feedback.
- Proven capability to manage multiple projects and contribute to high-quality gaming products with a solution-oriented approach.