MARTÍN ROSA

QA Engineer

PROFILE

A dedicated and hard working QA Engineer always seeking to define my work with the words 'clear', 'concrete' and 'concise'.
Passionate about learning new technologies and enhancing my tech-stack, and everything related to

CONTACT

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EDUCATION

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

TRAINING

2016 - Graphic Design (UY)
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 - Advanced (bilingual)
Portuguese - Conversational
Japanese - Foundations

HOBBIES

Indie game development, web development, languages.

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, Game Design 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   Freelance

· Brochures, booklets and menu prototypes design according to the customer's guidelines, with Illustrator and Photoshop, prepress preparation & printing instructions writer.