

Guillermo Meléndez García

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Birth: 4th October of 1995

Portfolio: <https://guillermomelendezportfolio.blog/>

WORK EXPERIENCE

Playgiga - Spanish Game Cloud company purchased by Facebook

Madrid, Spain

QA Tester

Jul. 2017 – Dec. 2019

- Testing a variety of games for multiple platforms (PC / Android / WebRTC).
- Tracking and supervision of bugs encountered (JIRA).
- Working with other members of a team for the different catalogues we had in the platform (TIM, TURNER, Rakuten, WADE).
- Developing test flow diagrams: Creating the flow that bugs have to follow based on the current state that it has.
- Create and adapt the test plans / test cases for the platform both in English and Spanish depending of the final client.

Pyro Mobile Games

Madrid, Spain

Intern – QA Tester

June. 2015 – Jul. 2015 / Apr. 2016 – May 2016

- Functionality testing/ Black-box testing: Bug detection and analysis in the videogames being developed by the company, including reporting to the engineers and proposing potential solutions to the bug found.
- Regression testing: After the bugs had been solved, either by my proposed solutions or the solutions proposed by the engineers, double check the final game was completely absent of bugs and ready for its launch.
- Test Plan creation: Assistance in the definition of the guidelines needed for the company's videogames testing.

EDUCATION

U-TAD - Centro Universitario de Tecnología y Arte Digital

Madrid, Spain

Graduate in video game design and development.

Sept. 2014 - June 2019

Universidad Europea de Madrid

Madrid, Spain

Graduate in Business Administration and Management (bilingual program)

Sept. 2013 – June 2014

Everest School - Monteclaro

Madrid, Spain

Bilingual formation

Sept. 2000 – Jun. 2013

SKILLS

- **Game development**: Inclusion and running of the different assets in order to create videogame scenes. Creation of 3D elements and levels (Unity, Unreal and 3ds Max).
- **Programming**: Basic reading and comprehension in order to understand the languages used by the engineers in the videogame development (Languages used: C# and Lua)

SKILLS, ACTIVITIES & INTERESTS

- **Languages**: Spanish (mother tongue), English (full professional competence) and French (basic).
- **Hobbies**: Ice Hockey, football, videogames, technology and photography.