

ALBERTO VILLEGAS

Quality Assurance Tester

ABOUT ME

I've been fascinated by video games my whole life, but I didn't decide to pursue this career until, after earning my **degree in history** and **spending a few years studying and working abroad**, I realized I wanted a job I was passionate about.

That's how I started working as a **QA tester at an indie studio in 2024**, and the following year I was lucky enough to join **MercurySteam as an internal development tester**. Today, after nearly **two years in the video game industry** and having built a solid theoretical foundation, I remain motivated and happy to be doing what I love.

EXPERIENCE

Mercury Steam | 05/2025 – 06/2026 | Metroid Ravenous

Internal Development Tester

- Learned how to **manage delivery deadlines**, adapting testing methodologies and reporting styles according to the specific needs of the project.
- Focused primarily on **bug reporting**, utilizing **JQL to filter active tasks and issues**. Also created Jira filters needed for day-to-day work.
- Gained experience using **Perforce**: downloading daily builds, using shelves to review changes prior to implementation and updating documentation related to my department, such as test cases.
- Developed practical skills **working directly with console DevKits** and utilizing **complex debugging tools** to analyze logs and unexpected crashes.

Hungry Pixel | 10/2024 – 04/2025 | Netherworld

Quality Assurance (QA) Tester

- Learned to effectively use **testing techniques** such as exploratory testing.
- Developed an **efficient communication** across the team, making the debugging process as smooth as possible by effectively reporting issues through Trello.
- Helped design certain mechanics and levels through my work as a QA tester.

EDUCATION

Certified Tester Foundation Level (CTFL) | 2026

International Software Testing Qualifications Board (ISTQB)

- Specialized in formal software testing methodologies, focusing on the application of **black-box and white-box test design techniques** to ensure testing coverage.
- Learned the importance of **early testing in the production lifecycle** to identify defects early, as well as how to **prioritize testing tasks based on risk** to optimize efficiency.

Degree in History | 2024

UGR (Universidad de Granada)

- Specialized in **Contemporary History**, believing that this period offers the best insight into understanding the world we live in today.
- Developed and honed a scientific and critical approach to analyzing sources and media, crucial for my studies and research.

SKILLS

- Design and implementation of test suites and test cases.
- Bug and task management: Jira and Trello.
- Advanced filtering: JQL
- Version Control in AAA Projects: Perforce (P4V).
- Using In-House Engine Debugging Tools.
- Execution of automation tests.

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