

PERSONAL INFORMATION

Raúl Zarza Ordóñez

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WORK EXPERIENCE

2016/6 – Present **Senior QA Analyst & Scrum Master**
Innovation Group Limited, Córdoba (Spain)

QA Analyst

- Creating test plans scripted in Gherkin language for BDD and Step by Step methodology for TDD
- Using the test plan to assess the functionality, performance, reliability, stability and compatibility of the software
- Using the test plan to hunt down and fix software bugs
- Smoke testing in Productive environments to ensure the functionality of the mainful application features
- Providing demonstrations to customers
- Looking for ways to prevent bugs from occurring in the first place
- Automated testing using Selenium WebDriver, Protractor Framework(Angular) and Visual Studio tools

Scrum Master

- Facilitating the daily stand-up to the team
- Setting up retrospectives, Sprint reviews and Sprint planning sessions
- Identifying, coordinating and managing of priority-tasks during the Sprint
- Helping the team to maintain their burn-down chart
- Removing obstacles which affect the team
- Shielding the team from interruptions during the sprint
- Encouraging collaboration between the Scrum team and product owner
- Walking the product owner through more technical user stories

2014/1 – Present **Indie Game | WebGL Developer & Designer**

Freelance – Part time, Montréal (Canada)/Córdoba (Spain)

Unity3D and Unreal Engine Game Developer

- Nowadays, involved in the development of an adventure-puzzle game in First-person using Unreal Engine.
- Used Unity3D to develop the single-player puzzle game **WittySums** for mobile devices. Available on Play Store!
<https://play.google.com/store/apps/details?id=com.WittyPlanet.games.WittySums>
- Used Unity3D and Blender to develop the casual game **WittyMole** for mobile devices. Available on Play Store!
<https://play.google.com/store/apps/details?id=com.WittyPlanet.games.WittyMole>
- Designed the character, scenes environment, sound effects and character animations.
- Developed scripting (C#), physics/collisions, Sprites, Shaders, Textures and a database for records online.
- Managed of Assets and plugins for Facebook, Twitter, AdMob, Google Play Games and OpenIAB.

WebGL Developer

- Used library Three.js under HTML5; management of scene, camera, renderer and lights. VR mode compatibility.
- Designed look & feel of the website: <http://wittyplanet.com>

2015/2 – 2016/6 **Senior QA Tester**

Bug-Tracker Labs, Montréal (Canada)

Senior QA Tester

- Identified and reported defects in applications, games and websites. Followed test plans and verified fixes.
- Provided context for foreign language defects. Reported clear and concise bugs into the project management.
- Collected, organized and maintained problems and solutions log for use by other technical support analysts.
- Consulted user guides, technical manuals and other documents to research and implement solutions.

- Performed functionality tests (TRCs) to pass the certification in all platforms (PS4, XB1, Nintendo, iOS & Android).
- Recompiled and organized problems and solutions for the use of other analysts.

2012/4 – 2014/1 iOS and Web ColdFusion Developer

ISOTools Excellence, Córdoba (Spain)

iOS Developer

- Used native Objective-C and JAVA to develop applications for iOS devices using libraries such as Core Data, UIKit, Core Animation, Core Foundation, Core Plot, Unit Testing, SQLite.
- Developed Web Services and prepared interface mock-ups and storyboards.
- Organized and led meetings of project leaders, developers and QA team members for each original test procedure.

Web Coldfusion Developer

- Sourced, selected and organized information for inclusion and designed the appearance, layout and flow of the Web site and created and optimized content for the Web site using a variety of graphics, databases, animations and other software.
- Planned, designed, wrote, modified, integrated and tested Web-site related code and conduct tests and perform security and quality controls.

2011/3 – 2011/9 Computer technician and Trainer

Self-Employer CPD City Council, Córdoba (Spain)

- Installed software and hardware as well as configured operating system software and developed and implemented software and information system testing policies, procedures and scripts.
- Taught several courses on the new management electronic tools for eGovernment (CORe, Portafirmas) and provided technical advices for implementation in several associated centers.

2010/2 – 2011/2 JAVA developer and Computer Network Operator

Imdeec, Córdoba (Spain)

J2EE Developer

- Developed procedures for e-Government using JAVA, SWING, PHP, C++, MySQL, NetBeans - Subversion.
- Developed desktop applications with Database using JAVA and MySQL.

Computer Network Operator

- Maintained, troubleshooted and administered the use of local area networks (LANs), wide area networks (WANs), mainframe networks, computer workstations, connections to the Internet and peripheral equipment.
- Operated master consoles to monitor the performance of computer systems and networks and to co-ordinated access and use of computer networks.
- Conducted tests and performed security and quality controls

EDUCATION**2008/9 Computer Science Engineer**

University of Córdoba, Córdoba (Spain)

Main Project: “*Steganography for palette images*”. Plug-in developed for GIMP artist program (Linux) which hides and decrypts information in images through different algorithms written in C++ . (*mark: 9.5 out of 10*).

2009/11 Teaching Certificate

University of Córdoba, Córdoba (Spain)

ADDITIONAL TRAINING AND QUALIFICATIONS**2015/9 French Certificate Commission Scolaire de Montréal (Canadá)**

Certifies an appropriate level of French to communicate fluently (speaking and writing).

2014/2 Gráficos Interactivos 3D Udacity (Mooc), Montréal (Canadá)

- Learn about the principles of 3D computer graphics: meshes, transforms, cameras, materials, lighting, and animation.
- Explore key ideas in game design, programming, architecture, game engines, player experience and game AI.

- Use and study of video games for learning.

- 2014/4 **Creación y Desarrollo de Videojuegos y Gamificación Miríada X (Mooc)**, Montréal (Canadá)
Main concepts in game development and an introduction of gamification.
- 2012/1 **Curso de Base de datos relacionales (350h)** Diasoft, Córdoba (Spain)
Programming of relational databases, understanding the structure to introduce, manage and retrieve information.
- 2011/4 **FPO de Formador Ocupacional (380h)** Euroinnova, (Spain)
Planning and development of training to acquire skills and knowledge of students.
- 2011/2 **Redes Informáticas - Tecnología y servicios informáticos (720h)** IMDEEC, Córdoba (Spain)
Control and monitor e-mail use, Web navigation, and installed software meeting the current regulations.
- 2010/7 **Curso de Protección de datos LOPD (80h)** MP Formación, Córdoba (Spain)
Acquisition of general concepts of the regulations on protection of personal data in Spain.
- 2009/7 **FPO de Programación en Java y .NET (400h)** Diasoft, Córdoba (Spain)
Object-oriented programming, development of web components, applications and access to databases.
- 2008/10 **FPO de Microinformática (540h)** Aicor, Córdoba (Spain)
Identify and communicate technical problems, processes and solutions. Assist in the development of logical and physical specifications.

PERSONAL SKILLS

Mother tongue Spanish

Other languages	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken Interaction	Spoken Production	
English	B2/C1	B2/C1	B2	B2	B2
French	B1/B2	B1/B2	B1/B2	B1	B1

Levels: A1/A2: Basic user - B1/B2: Independent user - C1/C2 Proficient user
[Common European Framework of Reference for Languages](#)

Technical skills and knowledge

- **Programming Languages:** iOS / Objective-C, ColdFusion, C#, Python, jQuery, JavaScript, C++, C, JAVA, .Net, PHP, Pascal, LISP and Android SDK.
- **WEB Design:** HTML5, CSS3, WebGL(Three.js), HTML, CSS & Dreamweaver.
- **DataBases:** SQL, PL/SQL, Oracle, Apache, phpMyAdmin, MySQL, SQLite, SQLyog.
- **Development Tools:** Unity3D, Unreal Engine, Blender, Visual Studio, MonoDevelop, Xcode, Eclipse, NetBeans, GitHub, Subversion, JasperReports, AjaxSwing.
- **Management Tools:** Jira, Confluence, Mantis, Redmine, Bonsai.
- **QA tools:** Selenium WebDriver, Gherkins, Protractor, NUnit, JUnit, Katalon, Cucumber, Appium, ZAP, SoapUI, Fiddler.

Driving license A1, A2, A, B, C1, C, D1, D, BTP, (Drone license on course)

Interests and activities

- **Video Games:** Coop-Games (PUBG, FIFA, Ghost Recon), Single-Player (GTA V, Assassins Creed, Hitman), Mobile-Games (Rayman Run, Field runner, Zombiewood, Asphalt, Gangstar City, Real Racing 3).
- **Sports:** Soccer, Aqua-Volley, Paddle tennis, Table tennis.
- **Reading:** Websites and magazines of new technologies, video games and sports.
- **Hobbies:** Racing Drone FPV, RC Helicopter, 3D Printer, Boardgames.