



David Recuero Redrado QA Engineer

✉ recuero.david@gmail.com

☎ +34 665566743

📍 Barcelona, Spain

QA Engineer with a strong background in **Software Development (Unity/C#)** and 5+ years of experience in the gaming and mobile industry, at top-tier studios like **Voodoo** and **Scopely**. Experience in **manual testing**, ensuring **QA processes** in small teams.

Education

Master's Degree - Design And Development of Videogames
Universitat Oberta de Catalunya
09/2025 – Present

Degree - Interactive Digital Contents
ENTI - Universitat de Barcelona
09/2016 – 06/2020

Projects

Block Jam 3D
iOS/Android Videogame

Yahtzee With Buddies Web
<https://playyahtzee.com/>

Yahtzee With Buddies
iOS/Android Videogame

Youtubers Life 2
Multiplatform Videogame

Youtubers Life
Multiplatform videogame

Languages

English | Spanish | Catalan

Employment History

QA Engineer at Voodoo

04/2024 – Present | Barcelona

- Tested core mechanics and monetization features including rewarded ads, interstitials and banner placements in high-reach mobile games
- Validated analytics and event tracking to ensure correct reporting of gameplay and monetization events
- Investigated and debugged user-reported issues by analyzing Firebase events and analytics to identify patterns in crashes or performance drops
- Leveraged data-driven insights to reproduce complex bugs, reducing the time to fix critical issues in high-reach mobile games

QA Engineer at Scopely

02/2021 – 04/2024 | Barcelona

- Validated client-server features and analytics events to ensure correct data tracking and player behaviour reporting
- Automation of test plans using an internal tool
- Management, triage and distribution of the team bugs
- Created testplans and supported the external teams that run them
- Permanent contact with engineers and the rest of the crafts in the studio to be aware of the technical risks and requirements of the product

QA Manager at U-Play Online

10/2020 – 02/2021 | Barcelona

- Implemented testing processes and good practices in the project
- Mentored intern QAs
- Continuous communication with the rest of crafts in the studio to be aware of the technical requirements and risks

Unity/C# Developer at U-Play Online

03/2020 – 10/2020

- Developed client tasks related to UI and gameplay
- Developed a product to be published in several platforms (PC, xBox, Switch, PlayStation...)
- Implemented Unit Tests in C# to ensure robust gameplay mechanics and UI performance

QA Tester at U-Play Online

11/2019 – 03/2020

- Bug reporting, running of testplans and exploratory tests
- Run PlayStation, xBox and Switch validation testplans

Skills

Software Development

C#, Unity, OOP, Scripting, Debugging

Mobile & SDK Testing

- Mobile SDK testing
- Ad integrations
- Event tracking validation
- iOS / Android testing

Methodologies & Tools

Agile, Scrum, CI/CD pipelines, Jira, Mantis, Confluence, Postman, Git, Firebase, Analytics, TestRail