

Rafael Tejada Manso

QA Engineer | Software & Games

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PROFESSIONAL SUMMARY

QA professional with hands-on experience in manual and automated testing for games and software, including gameplay validation, API testing, regression, exploratory testing, and build stability analysis. Hybrid technical background combining game development workflows, automation tooling, audio systems integration, and Quality Assurance.

TECHNICAL SKILLS

Testing	Manual, Functional, Regression, Exploratory, API, Performance Testing
Automation	Playwright, Cypress, Robot Framework, Selenium
Languages	UE Blueprint Scripting, C#, JavaScript / TypeScript, Python
Engines	Unreal Engine 5, Unity — gameplay validation, audio integration, version control (Git / Perforce)
Tools	Jira, Postman, Git, Docker Agile, Scrum, Iterative Development
AI	Claude, Codex, Cursor, MCP Servers — productivity, code review, workflow automation, agent-based systems

PROFESSIONAL EXPERIENCE

Game Audio & QA Support — ARVORE Immersive Experiences *Feb 2026 – Mar 2026*

- Functional validation and integration testing on a published interactive title; proactively identified and reported bugs during development cycles.
- Collaborated with developers in iterative workflows using Git version control; validated gameplay behaviors and system integrations.

Game QA — HST Studios *Aug 2024 – Dec 2024*

- Performed functional and integration testing in UE5; validated Wwise events with animations, ensuring correct implementation and stable builds.
- Identified, documented, and reported issues related to audio triggering, synchronization, and state changes; collaborated via Perforce.

QA Analyst & Audio Designer — Sunflyer Audio / Epic Stock Media *2024*

- Validated 200+ game-ready audio assets against technical requirements, naming conventions, formatting, loudness standards, and design guidelines.
- Documented issues and review cycles in Google Sheets; collaborated to ensure production-ready deliverables suitable for diverse game integrations.

Tech Audio & QA Analyst — Andromeda Sound *2023*

- Configured and validated FMOD Studio events for triggering, parameter behavior, and build consistency; documented asset status and reported issues.
- Conducted integration checks and collaborated with the team via Perforce to support stable and reliable releases.

EDUCATION & CERTIFICATIONS

Diploma in Sound Production — UCPel (2014–2017) | **UE5: Blueprint Scripting** — Greg Wondra / Unreal Authorized Instructor (2024)

Mastering Software Testing — Relucent Technologies (2025) | **Playwright Express** — Test Beyond (2025) | **Agile Methodologies** — Rocketseat (2025) | **Postman Student Expert** — Postman (2025)

LANGUAGES

Portuguese (Native) | **English** (C1 — Technical and Professional Communication)