

ODA SOLÀ LÓPEZ



MY CONTACT



+34 722 778 480



osolal.dev@gmail.com



Spain, Barcelona, Sant Quirze
del Vallés.
08192

GENERAL SKILLS

- Agile Methodology
- Good Teamwork
- Problem Resolution
- Fast Learning

PROFESSIONAL OVERVIEW

I am an observant person, I am diligent, and I learn very easily, especially new technologies. I am currently studying for a degree in computing engineering at the UOC, and I would like to combine these studies with a job if possible. I also have general knowledge of web development (mostly front-end) and IT.

MY EDUCATION

COMPUTING ENGINEERING

University Degree || UOC [Universitat Oberta de Catalunya]
Online

2021 - TODAY

3D ANIMATION, GAMES, AND INTERACTIVE ENVIRONMENTS

Higher Education [HNC] || ENTI - UB
Barcelona, Spain

2016 - 2019

MY ADDITIONAL EDUCATION

WEB DEVELOPER FULL STACK JAVASCRIPT [215H]

BootCamp || Fundación Esplai
Barcelona, Spain

2020

WORK EXPERIENCE

Ubisoft Barcelona Mobile || Barcelona, Spain

VIDEOGAME TESTER [TRAINEE]

I was part of a team of developers that were working on an RPG videogame for mobile phones (M&M: Elemental Guardians). I did many testing tasks like Tracking, Sanity/Smoke, Functionality, Performance, Regression, and Compliance in different versions of the project. I used a few external tools like JIRA, Test Rail, Source Tree, and Confluence.

2018

ODA SOLÀ LÓPEZ

HOBBIES



TECHNICAL SKILLS

C# || C++ || Java || R 

HTML || CSS 

Word || Excel 

SQL || MySQL 

LANGUAGES

SPANISH

Native

CATALAN

Native

ENGLISH

B2 [Medium-High]

WORK EXPERIENCE

Correos [Post Office] || Barcelona, Spain

CUSTOMER SUPPORT

I worked as customer support at different post offices, sending and delivering packages and money, organizing the material, and resolving customer problems.

2021 & 2022

OTHER INFORMATION

- Available for immediate incorporation.
- Available to work from home.
- Full-time availability (Preferably part-time).
- I am willing to spend extra time learning any skills I don't currently have for the job.
- Driving License: NO