

Mario Tabasco Vargas

Game Designer / QA Tester

As a Game Designer and QA Tester, I have collaborated with both small and large teams to deliver exceptional gaming experiences. I bring a well-rounded skill set, combining a strong technical background with a deep passion for Game Design, Narrative, Arts and Sound Design. My experience as a QA Tester has further cemented my dedication to quality, enabling me to identify and resolve issues with precision and efficiency. I am committed to creating immersive and engaging games that captivate players and push the boundaries of the industry.

[✉ mariotabascovargas@gmail.com](mailto:mariotabascovargas@gmail.com) [🌐 Portfolio website](#) [in LinkedIn](#)

EXPERIENCE AND PROJECTS

QA Tester

Saber Interactive Spain · 01/2023 – Present

- Tested the functionality and stability of titles such as *WildCard Football*, *Evil Dead: The Game* or *Killing Floor 2*.
- Provided gameplay feedback on a regular basis to Design team.
- Assisted the Project Lead in developing test plans and devising test cases.
- Worked side by side with development team on the understanding and reproduction of issues.

Lead Game Designer and Unity Developer

Yggdraseed Studios (Freelance) · 07/2021 – 03/2023

- 2D Action-Platformer game for [Nintendo Switch](#) and [Steam](#), made by a team of 10 developers.
- In charge of communicating design decisions to different departments and to publishing producers.
- Designed 10+ narrative-driven levels for the game.
- Designed and balanced a combat system of 13 weapons and abilities, allowing players to find their own combat style.
- Used Unity's Timeline to implement the game's cutscenes.

Unity Developer

University final year project · 09/2020 – 06/2021 · [GitHub](#)

- Designed and developed a desktop application that provides a graphical user interface for live music improvisation.
- Used C# and Ruby to build a system that sends OSC messages to Sonic Pi and turns them into sequences of musical instructions.

SKILLS

- Strong analytical skills
- Ability to perform well under pressure
- Ability to work well in a team
- Collaboration across departments
- Proactive and quick learner
- Attention to detail and care for delivering good quality work
- Passionate about video games, art and technology

LANGUAGES

- **Spanish** – Native
- **English** – Full professional proficiency

TECHNICAL SKILLS

- **Programming languages:**
C#, C++, Python, Ruby
- **Game Engines:**
Unity, Unreal
- **Version Control:**
Git, TortoiseSVN
- **Additional Software:**
Jira, Excel, Google Sheets

EDUCATION



Bachelor's Degree in Video Development

Complutense University of Madrid

Computer Science Faculty

09/2017 – 05/2021