Matheus Santos Lana

QA Analyst

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Quality Assurance | Software Testing | Live QA Ops | QA Automation

QUALIFICATION SUMMARY

Results-driven Quality Assurance Analyst with a solid background in the Gaming industry. Experienced in manual game and software testing, collaborating cross-functionally to ensure high-quality products. Adept at writing high-quality test cases, identifying bugs, and enhancing products and procedures. Creation of Automated Scripts in Selenium and Cucumber.

EDUCATION

Undergraduate - Technological Degree in Digital Games   In Progress **-** 06/2025

Fatec São Caetano do Sul – Antônio Russo   São Caetano do Sul, São Paulo

- Developed 3 academic games, acquired skills in 2D/3D Art, Programming (Java, Python, C, C++), and Game Design.

CAREER HIGHLIGHTS

Leadership: Spearheaded and led several tasks during my time as a QA Analyst at Inplaybet and RedCerberus
Performance: Joined a High-Performance team by showing deep knowledge and communication skills.
Multifunctionality: Multi-functional team worker, focused on understanding and sharing knowledge.

CREDITED ON

Hogwarts Legacy (**QA**) **–** Matheus Santos Lana - MobyGames

RELEVANT PROFESSIONAL EXPERIENCE

QA Analyst (Temporary Contract)   07/2024 – 09/2024

Prota Studios   Remote – São Paulo - Brazil

Manual QA performing Black-Box Testing for a game in the Roblox platform and on Mobile as well.

- Creation of documentation, QA Testing, Game Design assistance, Balancing of stats in games, performing Regression testing, creation of new structure for QA systems in the company.

QA Analyst (Temporary Contract)   05/2024 – 07/2024

Blue Gravity Studios   Remote – London - UK

Manual QA performing Black-Box Testing for 3 games, 1 RTS, and 2 that we're focused on Crypto Gaming.

Mid Manual QA Analyst   06/2023 – 02/2024

Inplaybet   Remote – London - UK

In this Multi-Faceted role working for a Startup company in the I-Gaming Industry collaborated closely with the company's Director and the Europe Tech team to improve the website for the Brazilian Market.

- Conducted comprehensive Manual Testing autonomously (Gray-Box) of web applications and Mobile PWA Android, and performed Performance, Functionality, Usability, Regression, and Exploratory Tests.
- Comfortable working with diverse and interdisciplinary teams. Made a bridge between European and Brazilian teams.
- Pioneered a Localization/Tropicalization Flow integrated into Jira and daily routines and Led several tasks

Functionality Quality Assurance Tester   06/2022 – 06/2023

Red Cerberus (Outsourcing Company)   São Paulo, SP - Brazil

In this role learned how to be a Manual QA Tester.

- Performed Manual Testing (Black-Box Testing) efforts for an AAA, Single Player, Action-Adventure RPG, Open World Game, focusing on Performance, Functionality, Audio, Ad-Hoc, Regression, Halo, Smoke, and Soak Tests across several Platforms including 9th and 8th Gen Consoles and PC (PS5 | PS4 | Xbox Series X/S | Xbox One | Steam | Epic)
- Hand-picked to contribute to a High-Performance team as a LiveQA Tester for an AAA title addressing User Bugs, Documenting Procedures, and High-Priority Issues in a constantly changing environment.
- Spearheaded several tasks and contributed to the training of several colleagues.

LANGUAGES

Portuguese – Native

English – Proficient