

Alvaro De Cubas

Games Programmer

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<https://decubas.github.io/>



Aptitudes

- Languages
 - English (Fluent)
 - Spanish (Native)
- Programming Languages
 - C++
 - C
 - C#
 - Python
- Render
 - OpenGL
 - GLSL
- Game Engines
 - Unity3D
 - Unreal Engine 4
- Debug
 - Visual Studio
 - RenderDoc
- Source Control
 - Git
 - Perforce

Experience

Angry Avocado, C++ Programmer

Sep 2019 - July 2020, Valencia

I worked as a C++ Programmer in the range attack of enemies and players. I also implement the majority of the visual effects and particles in the game.

Formation

Sheffield Hallam University, BSc (Honours)

Sep 2020 - May 2021, Sheffield, United Kingdom

ESAT (Escuela Superior de Arte y Tecnología), BTEC Level 5 HND

Sep 2017 - July 2020, Valencia, Spain

- Average Grade - Distinction
- Relevant Modules
 - Final Project - Distinction
 - 3D Graphics Engine - Merit
 - Unreal Engine 4 - Merit
 - AI Systems - Distinction

Escuelas San José, Bachillerato (equivalent to A Levels)

Sep 2011 - May 2017, Valencia, Spain

Achievements

Sun Warriors, ESAT, Published game in Steam (2021)

[Steam](#)

[Trailer](#)

[Unreal Showcase Fall 2020](#)

References are available upon request.