Gabriel Bustillo del Cuvillo

CV

Experience

2017 - 2022 Hobbyist Game Developer.

- 2017: A Game Engine With MonoGame/XNA (Final degree project)
- o 2017-2019: Complete a UE4 Course
- o 2020: ImGui Tools/Game Programmer with LOVE2D for a GameJam
- 2020-2021: A VR Game made with UE4 with OpenXR Support
- More Infomation: https://gabuscuv.github.io

2018 - 2020 **Software Developer**, *Itixo s.r.o/ICT Capital s.r.o*, Prague, Cezch Republic.

Software Creation y maintenance in .NET Framework and migration tasks to .NET Standard/Core

- Working with Microsoft SQL Server, ASP.NET Classic, ECMA6 & Microsoft Azure.
- Refactoring Tasks.
- Creation and Design of Unit Tests for old and new projects

2017 **Software Developer**, *KnowledgeMill Limited*, London, England.

Remade a Web Application originally made with Microsoft Silverlight to Node.js with REST API reverse engineering (because lack of documentation)

Detailed achievements:

- Improving WebApp offering Microsoft Exchange Service Support and Integration like other newer Company's products;
- Redesign Front Page.
- RPM Packing and init.d configuration
- 2017 **Software Developer As Trainee**, *ViewNext*, Caceres, Spain.

Education

2015–2017 **Higher IT Studies in Multi-Platform Applications Development**, *I.E.S Agora*, Caceres, Spain, *Overall Result: 78.5%*.

2012–2014 IT Technician Studies, Educatec, Cáceres, Spain, Overall Result: 77%.

Additional Computer skills

Programming C++, C#, Golang, Node.js, Game Unreal Engine 4, XNA Framework Language JavaScript ECMA6+, Bash Frameworks

Operating Gentoo, Archlinux, Red Hat-like, Middleware FMOD, ImGui, Android, DLSS, FSR System Debian-Like, Mac OS X, Windows

Certificates and Courses

- \circ The Unreal Engine Developer Course Learn C++ & Make Games by Ben Tristem and Sam Pattuzzi
- Cisco CCNA Discovery 2: Working at a Small-to-Medium Business or ISP