

GABRIEL BUSTILLO DEL CUVILLO

Location: El Puerto de Santa Maria (Cadiz)
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Software Developer

MAIN TECHNOLOGIES

Programming Languages:
C#, C++, Javascript
Engine - Unreal Engine
Middleware - FMOD, Dear ImGui
Tools - Visual Studio (Code), Git, GIMP&Photoshop

CONTRIBUTIONS & FORKS

Valve / Steam Audio (Python)
Contribution
jameslieu / howlongtobeat (C#)
Contribution
nowrep / obs-vkcapture (C)
Fork & Contribution

ADDITIONAL INFORMATION

- Experience working in International Teams and on remote
- Willing to relocate
- Immediate availability
- Signed up in "Youth Guarantee"
- 30% hearing loss (Pending buying hearing aids)

EXPERIENCE

2018 – 2020 2.5 years	Mainly Backend Developer - Software Creation y maintenance in .NET Framework, Refactoring and migration tasks to .NET Standard/Core. - Creation and Design of Unit Tests for old and new projects C# & .Net Framework / Microsoft SQL Server / Microsoft Azure / JavaScript	Itixo s.r.o/ICT Capital s.r.o, Prague, Czechia
2017 0.3 years	Full stack Developer Node.js / JS/ECMA6+ / BootStrap / Microsoft Exchange Service / CentOS/RPM	KnowledgeMill Limited, London, England
2017 0.2 years	Software Developer As Trainee IBM Websphere / IBM MQ Manager / ESQL	Viewnext, Caceres, Spain

PROJECTS

2020 - 2023	VRProject, Unreal Engine Plugins (Extracted/Rewritten from VRProject) & Tools A narrative mystery puzzle VR Game with virtual augmented reality and an AI companion using Metahumans - CustomOpenXRControllerIntegration - A Unified Highlight Button System for VRExpansion & OpenXR - ASyncMapFramework - A Set of Components and Interfaces for loading maps Async thought for VR - Custom3DSubtitles - A Set of Components and Interfaces to show stylish 2.5D captions thought for VR C++ 17 / Unreal Engine 4 / FMOD / IMGUI / OpenXR / Oculus / goLang / C#	Solo Dev
2023	WebScrappers for Stratos Ads (Spanish GameDev Job listing) & Devuego Events (Biggest Spanish GameDev Database) C (Stratos) / Rust (Devuego) / libxml2 / libcurl / CMake / XPath	
2023	BacklogDatabase-Utils (CLI) // BeatenGames (Web) // BeatenGamesService (Daemon/Service) A variety of tools and a viewer for catalog my remains games ReactJS / Javascript / C# / Entity Framework & LINQ / GRPC	

EDUCATION

2015 – 2017	Higher National Diploma in Multi-Platform Applications Development	I.E.S Agora, Caceres, Spain
2012 – 2014	IT Technician Studies	Educatec, Cáceres, Spain

COURSES

Ongoing	Unity - Pathway: Junior Programmer	Unity Learn
2019	Unreal Engine C++ Developer: Learn C++ and Make Video Games	by GameDev.tv on Udemy
2013	Adobe Photoshop CS3	Grupo System