# Gabriel Bustillo del Cuvillo

# Experience

#### 2017 - 2022 **Game Developer**.

- 2020-2022: As Solo Dev. A made a narrative mystery puzzle VR Game with virtual augmented reality and AI companion, made with Unreal Engine 4/5 and OpenXR Support (C++ & BP)
- o 2020: ImGui Tools/Game Programmer with LOVE2D for a GameJam (Lua)
- 2019: Making a Improved version of one last exercises. (Unreal Engine 4 & C++)
- 2017: A Game Engine With MonoGame/XNA (Final degree project) (C#)
- More Information: https://gabuscuv.github.io

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

Software Creation v 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Remade a Web Application originally made with Microsoft Silverlight to Node.js with REST API reverse engineering (because the lack of documentation)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, Language JavaScript ECMA6+, Bash

Node.js,

Game Unreal Engine 4, XNA Framework Frameworks

Tools Git, Visual Studio (Code), Open-Clover

Middleware FMOD, ImGui, Android, DLSS, FSR

#### Certificates and Courses

- o 2019 The Unreal Engine Developer Course Learn C++ & Make Games by Ben Tristem and Sam Pattuzzi
- 2013 Cisco CCNA Discovery 2: Working at a Small-to-Medium Business or ISP