

Experience

- 2017, **Game Developer**.
August? 2019 - July 2022 (3 years)
 - 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)
 - 2020: ImGui Tools/Game Programmer with LOVE2D for a GameJam (Lua)
 - 2019: Making an improved version of the last exercise. (Unreal Engine 4 & C++)
 - 2017: A Game Engine With MonoGame/XNA (Final degree project) (C#)
 - More Information: <https://gabuscuv.github.io>
- February 2018 - July 2020 (2.5 years) **Software Developer**, *Itixo s.r.o/ICT Capital s.r.o*, Prague, Czech 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
- August - December 2017 (0.4 years) **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Remade a Web Application originally made with Microsoft Silverlight to Node.js with REST API reverse engineering (because the lack of documentation)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
- March - June 2017 (0.3 years) **Software Developer As Trainee**, *ViewNext*, Cáceres, Spain.

Education

- 2015–2017 **Higher IT Studies in Multi-Platform Applications Development** , *I.E.S Agora*, Cáceres, Spain, *Overall Result: 78.5%*.
- 2012–2014 **IT Technician Studies**, *Educatec*, Cáceres, Spain, *Overall Result: 77%*.

Additional Computer skills

Programming Language	C++, C#, Golang, Node.js, JavaScript ECMA6+, Bash	Game Frameworks	Unreal Engine 4, XNA Framework
Tools	Git, Visual Studio (Code), OpenClover	Middleware	FMOD, ImGui, Android, DLSS, FSR

Certificates and Courses

- Ongoing - Pathway: Junior Programmer by Unity Learn
- 2019 - The Unreal Engine Developer Course - Learn C++ & Make Games by Ben Tristem and Sam Pattuzzi for Gamedev.tv
- 2013 - Cisco CCNA Discovery 2: Working at a Small-to-Medium Business or ISP