

Gabriel Bustillo del Cuvillo

CV

Experience

2017 - 2021 **Hobbyist Game Developer.**

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

2018 - 2020 **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

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Remade a Web Application originally made with Microsoft Silverlight to Node.js with REST API reverse engineering (because lack of documentation)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 Language	C++, C#, Golang, Node.js, JavaScript ECMA6+, Bash	Game Frameworks	Unreal Engine 4, XNA Framework
Operating System	Gentoo, Archlinux, Red Hat-like, Debian-Like, Mac OS X, Windows	Middleware	FMOD, ImGui, Android, DLSS, FSR

Certificates and Courses

- 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