# Gabriel Bustillo del Cuvillo

CV

## 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 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

### 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.
- o 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Remade a Web Application originally made with Microsoft Silverlight to Node.js with REST API reverse engineering (because the lack of documentation)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, Node.js, Game Unreal Engine 4, XNA Framework Language JavaScript ECMA6+, Bash Frameworks

Tools Git, Visual Studio (Code), Open- Middleware FMOD, ImGui, Android, DLSS, FSR Clover

#### Certificates and Courses

- $\circ$  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