GABRIEL
BUSTILLO DEL CUVILLO
Software Developer

Location: El Puerto de Santa Maria (Cadiz)
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Linkedin: linkedin.com/in/gabuscuv/

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 (hearing aids acquired)

EXPERIENCE

2018 – 2020
2.5 years
Mainly Backend Developer   Itixo s.r.o/ICT Capital s.r.o, Prague, Czechia
- 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`

2017
0.3 years
Full stack Developer   KnowledgeMill Limited, London, England
`Node.js / JS/ECMA6+ / BootStrap / Microsoft Exchange Service / CentOS/RPM`

2017
0.2 years
Software Developer As Trainee   Viewnext, Caceres, Spain
`IBM Websphere / IBM MQ Manager / ESQL`

PROJECTS

2020 - 2022, 2023
VRProject, Tools & Unreal Engine Plugins (2023, Extracted/Rewritten from VRProject)   Solo Dev
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#`

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