

Enric Cantalejos Rubio

Date of birth: 16th of April 1988
Residence: Currently Lleida but I am from Barcelona
Phone: 670819130
Email: ecantalejos@gmail.com
LinkedIn: [enric-cantalejos-rubio-743657b0](https://www.linkedin.com/in/enric-cantalejos-rubio-743657b0)
Website: <http://undume.github.io>

DEVELOPING KNOWLEDGE

- Game engines: **Unity3d**, **Cocos2d-X**, SFML, LibGDX
 - Programming: **C#**, **C++11**, **JavaScript**, Swift 3, Java, Html
 - Database: **MongoDB**, **MySQL**
 - Software: **Visual Studio 17**, **XCode**, Webstorm 2016, Android Studio
 - Third parties: **Firebase**, Appsflyer, Ironsrc, Vungle, Admob, Facebook
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JOB PROJECTS

[Scratch cards game](#) – Starloop Studios - Not finished yet, although the client published it

Lead developer in a team of two, mentoring a junior dev. Casino app with different games (scratch cards, lotto, raffles, ...) rewarded by gift cards and paypal.

- Used C# and Unity3D
- Designed and lead all tech stack
- Used Firebase for the Auth, Database, Functions, and Analytics
- Anti-fraud made by validating all sensitive parts in the BaaS using Firebase Functions (Cloud logic from Google)
- Dynamic system for uploading new cards without the need of building again the app using the Firebase storage
- Implemented Appsflyer, Ironsrc, Facebook, TangoCard

[BeAsMe \(postmortem demo\)](#) – BlueBeak

Solo developer in an indie team inside the Starting Lab program from the Pompeu Fabra University.

- Used C# and Unity3D
- Third View Person controller inspired in the game "Life is Strange"

[Canterville & iLovecraft2](#) - iClassics Collection

Solo developer in "iLovecraft2", an interactive reading and cross-platform application.

Lead developer (in a team of two) in "The Canterville Ghost".

- Used **C++11** and **cocos2d-x 14.1**
- Implemented gyroscope functionality for Android using JNI
- **Spine** animation runtime and **FMOD** for music
- In-apps purchases for Android and iOS and other analytic SDKs

[Cthulhu Emojis for iMessage](#) - iClassics Collection

Developed by myself using **Swift3** and the **iMessage** framework. It is not the usual paid sticker application that you can make in 3 steps. I used a **freemium** model where you have some stickers for free download and later you can unlock the rest by paying an in-app purchase.

[In App Purchases, Locking/Unlocking](#) - iClassics Collection

We moved all the applications from a full paid model to a freemium one.

- Designed and implemented the locking/unlocking system
- Designed and implemented the In-app purchase system for iOS and Android. For iOS, checked whether the application was purchased before the new monetization system and if so, unlock it.

[Educational reading program](#) - iClassics Collection

Software design and implementation of the new education platform for the applications of the iClassics collection.

- It checks a keycode used by the student against a backend, validates it, and unlocks the app.
- Tracks locally and remotely how much it has been read and the time the app has been used. After, the teacher can check it from a browser for each student. I have designed both the PHP side and the BDD.

OWN PROJECTS

Published – Tap Tap Panic! [Google Play](#) [iOS\(Older version\)](#)

Hyper-casual game done in Unity3D and its new brand DOTS, a new built-in ECS feature. The idea of doing this game was to learn DOTS and try to do it in less than a month.

Published – Hexxa, the snake November 2015 in [Google Play](#)

This game uses as a main framework **Cocos2d-x (C++)**. I also used the libraries **Rapidjson**, **Soomla**, **Chartboost** and **AdColony**. Apart from the game, I also had to make a java application for the *level designing*.

Published – Impossible balls February 2015 in Google Play (Currently not published).

Game for **Android**. Used **Libgdx**, Box2d, Facebook and Parse SDK (now outdated). Localized in 6 languages.

JOB EXPERIENCE

Currently Lead developer at Starloop Studios

2018 Solo developer at BlueBeak inside the Starting Lab program from the UPF

2017-2018 Lead developer at iClassics Collections, Barcelona

2015-2016 Game developer on my own

2014 Student internship developing a web application at Facobit

EDUCATION

2017-2018 Master in **Diseño y desarrollo de videojuegos** via UOC (Universitat Oberta de Catalunya).
Dropped at second year due to medical reasons.

2010-2014 - Ciclo superior in **Desarrollo de Aplicaciones Multimedia** at “INS La Ferreria” from Montcada i Reixac.

MOST LOVED GAMES

- Ultima Online, my first programming experience was making scripts for UoSphere server emulators. I love you Richard Garriot.
- Doom, my first pew pew experience in MS-DOS. I love you John Carmack too.
- And almost every hardcore strategy game from Paradox Interactive.

The most loved but not the only ones I love ;)