

Enric Cantalejos Curriculum Vitae

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DEVELOPING KNOWLEDGES

Game engines: **Cocos2d-X**, **SFML**, **Unity3d**, LibGDX

Programming: **C++11**, **C#**, **JavaScript**, Swift 3, Java, Html, JSON, PHP

Databases: **MongoDB**, **MySQL**

Software: **Xcode**, **Visual Studio 2015**, Webstorm 2016, Eclipse

Web: **ASP Core**, **Angular 2**, **Bootstrap**, Codeigniter, JQuery, NodeJS

Art: **FMOD Studio**, Inkscape, Gimp

JOB PROJECTS

[Canterville](#) & [iLovecraft2](#) - iClassics Collection

-Solo developer in the "iLovecraft2", an interactive reading and crossplatform 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 different analytic sdk's

[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 have done it using a **freemium** model, which means you have some stickers for free download, and later you can unlock the rest by paying an in application 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.

- * Checks a code 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 the PHP side and the BDD.
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OWN PROJECTS

In progress since August 2017

Currently making a game using **SFML framework (C++)** for learning purposes. The two main points to learn are: 1) using an Entity-Component System , 2) QuadTree algorithm for collision detection and 2) make it multiplayer using Google Play Games Realtime-based services. When finished, I will upload it to github as a sample for others developers.

Finished but not published Tic tac toe online

Tic Tac Toe online using Unity3D and the google play game services. The game was made using the google's matchmaking service and the Turn-Based game services.

Finished since December 2016 **(site is down)** <http://lolhelper.lol/>

Web application made using Angular 2 + Bootstrap as Frontend and Asp.Net Core + MongoDB as backend. The website is nearly to be finished.

Cancelled – However, the two last versions are uploaded in itch.io

Car racing game using bottle caps. I did a first prototype using **cocos2d-JS** but it was not exactly what I wanted. Thus, I did it again using **Unity**. Here you can find the links to the WebGL versions in Cocos2d ([link to the game](#)) and Unity ([link to the game](#)).

Published [“Hexxa, the snake”](#) in 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*. The application exports .json files that are after imported into the game.

Published [“Impossible balls”](#) in February 2015 in Google Play

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

EDUCATION

2017-Currently Master in **Diseño y desarrollo de videojuegos** via UOC (Universitat Oberta de Catalunya).

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

COURSES

2016 - **Diseño y Creación de videojuegos** de la UAB via Coursera.

2016 - **Asp.net MCV course** (7.5h) and **Angular2 course** (15.5h) via **Udemy**.

2017 - **Advanced C++11 course** (15h) via **Udemy**.

2017 - **SFML course** (9h) via **Udemy**.

2017 - **Qt course** (9h) via **Udemy**.

LANGUAGES Catalan and Spanish, native languages. Advanced English level.

JOB EXPERIENCE

2017-Currently Lead developer at iClassics Collections, Barcelona.

2014 Student internship developing a web application at Facobit

2007-2014 Costumer service agent at “Telefèric de Montjuïc” (TMB), Barcelona

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.

* And almost, every hardcore strategy game from Paradox Interactive.

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