

Enric Cantalejos Rubio

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DEVELOPING KNOWLEDGES

- Game engines: **Unity3d**, **Cocos2d-X**, SFML, LibGDX
 - Programming: **C#**, **C++11**, **JavaScript**, Swift 3, Java, Html
 - Database: **MongoDB**, **MySQL**
 - Third parties: **Firebase**, **Playfab**, Appsflyer, Ironsrc, Admob, Facebook
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MOST IMPORTANT JOB PROJECTS

[Mundijuegos LiveOps](#) – Starloop Studios

Designed and implemented the frontend part using Unity for the new **LiveOps** system used in the application.

[Lucky Level](#) – Starloop Studios

Lead developer in a team of two, mentoring a junior dev. Lucky Level is a casino app with different games (scratch cards, lotto, raffles, ...) rewarded by gift cards and **Paypal**. Used **C#** and **Unity3D**.

- Designed and lead all the 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
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MOST IMPORTANT PERSONAL PROJECTS

Currently migrating games to Airconsole

While looking for a job, I am migrating games to the [Airconsole](#) platform.

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 in November 2016 in [Google Play](#)

This game uses as a game engine **Cocos2d-x (C++)**. Apart from the game, I also had to make an editor using java for the *level creation*.

JOB EXPERIENCE

2019 - 2020 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.

2016-2017 Solo developing Hexxa Snake, Barcelona.

2015 Student internship developing a web application at Facobit

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 ;)