

Enric Cantalejos Rubio

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STRENGTHS

- Game programming stuff: **Unity3d**, **Cocos2d**, **C#**, **C++11**, **JavaScript**
- Third parties: **Firebase**, **Playfab**, Appsflyer, Ironsrc, Admob, Facebook

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](#)

Main 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 all the architecture (frontend and backend sides)
- Designed and made backend, using **Firebase** (Auth, Database, Functions, and Analytics)
- Anti-fraud made by validating all sensitive parts in the BaaS using Firebase Functions (Cloud logic from Google)
- Liveops system for uploading new cards without the need of building again the app using the Firebase storage
- Implemented **Appsflyer**, **Ironsrc**, **Facebook**, **TangoCard**

[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

MOST IMPORTANT PERSONAL PROJECTS

Published - RGB Blocks [Landing page](#)

Made using **Unity3D** and Javascript for the controller. A mix of Tetris and Puyo Puyo games for [AirConsole](#) platform.

Published - Simon Memory Party [Landing page](#)

Classical simon board game for **AirConsole** platform. The purpose of this game was to prepare a library implementing the AirConsole API for next games.

BeAsMe - post mortem demo

Solo developer in an indie team inside the Starting Lab program from the Pompeu Fabra University. Third View Person controller inspired in the game "Life is Strange".

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 **Cocos2d-x (C++)** as a game engine. 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 ;)