

# 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](#)  
**Website:** <http://undume.github.io>

## DEVELOPING KNOWLEDGES

- 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.

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## 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** in November 2015 in [Google Play](#)

This game uses as a game engine **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** in February 2015 in Google Play (not published). Localized in 6 languages.

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 Used **Libgdx**, Box2d, Facebook and Parse SDK (now outdated).

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## 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.

**2014** Student internship developing a web application at Facobit

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### **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 ;)