

Enric Cantalejos Curriculum Vitae

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DEVELOPING KNOWLEDGES

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

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

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

Software: **Visual Studio 2015-17**, **Xcode**, Webstorm 2016, Android Studio

Web: ASP Core, Angular 2, Bootstrap

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

JOB PROJECTS

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

-Solo developer in an indie team inside the Starting Lab program from the UPF.

- 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 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 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 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 both the PHP side and the BDD.

OWN PROJECTS

Open source – 2v2 Tanks! Code uploaded to [GitHub](#)

Adapted version of the tutorial example *Tanks!* from Unity3D for playing 2v2 online.

Open source – Asteroids Code uploaded to [GitHub](#)

Unfinished game using **SFML framework (C++)** for learning purposes. The two main points to learn were to use an Entity-Component System and the QuadTree algorithm for collision detection.

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(now outdated). 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 MVC course** (7.5h) and **Angular2 course** (15.5h) via **Udemy**.

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

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

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

JOB EXPERIENCE

2018 Unity3D 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

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 I love ;)