

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**
 - Software: **Visual Studio 17**, **XCode**, Android Studio
 - Third parties: **Firebase**, Appsflyer, Ironsrc, Vungle, Admob, Facebook
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JOB PROJECTS

Idle game – Starloop Studios

Currently working on an idle game.

[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 **Unity3**.

- 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

[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.

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 (currently out of the store). Localized in 6 languages.

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 Used **Libgdx**, Box2d, Facebook and Parse SDK (now outdated).

JOB EXPERIENCE

Currently 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

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 ;)