

## CONTACT



+34 603 45 84 49



andrescuesta06@gmail.es



Madrid, Spain



Andres de la Cuesta



github.com/ancues02



Portfolio

## PERSONAL PROFILE

A young recent graduate who is looking forward to show all his programming skills. Specialized in video game development using Unity, C++ and C#.

## LANGUAGE

Spanish -> Native

English -> Fluent (C1)

## SKILLS

- C++
- C#
- Unreal
- Python
- Scrum
- Unity
- Java
- Javascript
- Lua
- Git

# Andrés de la Cuesta

## Programmer

Specialized in Game Development

## EDUCATION

### Videogame Development degree

Complutense University of Madrid | 2018-2022

### Unreal Engine 5 C++ Developer course

Udemy | May 2023

### SQL database course

Udemy | June 2023

### Informatics Engineering degree

Carlos III University of Madrid | 2017-2018

## FEATURED PROYECTS

### Procedural generation of ecosystems and evolution of living beings

- Bachelor's Degree Final Project done by a team of 6.
- Best BSC presented at the Spanish Videogame Congress 2022.
- Developed in C#, based on data.
- Procedural generation of a terrain and creatures.
- Simulation and evolution of the creatures.
- Telemetry system to evaluate and fix bugs.
- Algorithms to pathfinding, AI, genetics and evolution.

### Multiplatform games, PC-Android and PC-PS4

- Using a multiplatform architecture to be able to use the same code to play in Android or PC and in PS4 or PC.
- Oh-nO developed with Android Studio.
- Flow Free programmed in Unity, which has anti hack security check and ads.
- A 2D game (wolfenstein) developed using C++. It is the load of the maps, movement and raycasting technic to simulate a 3D game. Moreover it works in PC and Ps4 and uses multithreads.

### Video game Engine developed from 0 in C++

- In team of 10 an engine using C++ based in data.
- Technology engines such as Ogre, Bullet, CEGUI and FMOD.
- Using Lua as the scripting language.
- Developed 2 games within this engine.