

CONTACT



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Madrid, Spain



Andres de la Cuesta



github.com/ancues02

Universidad Complutense de Madrid
2018-2022

Universidad Carlos III de Madrid
2017-2018

LANGUAGE

Spanish -> Native
English -> Fluent (B2)

SKILLS

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

Andrés de la Cuesta López

Programmer

Specialized in Game Development

PERSONAL PROFILE

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

EDUCATION

Videogame Development degree

A 4-year programming degree specializing in video games.

Informatics Engineering

Just the first year.

FEATURED PROYECTS

Procedural generation of ecosystems and biomes, as well as intelligent evolution of living beings in natural environments

- Bachelor's Degree Final Project done by a group of 6.
- 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 bug.
- Algorithms to pathfinding, AI, genetics and evolution...

Multiplatform games, PC-Android and PC-PS4

- In both cases using a multiplatform architecture to be able to use the same code to play in Android or PC and in PS4 or PC.
- ohno done with Android Studio (where we did our "engine").
- Flow Free done in Unity, which is better finished and has anti hack security and adds.
- A 2D game (wolfenstein) developed using C++. It's just the load of the maps, movement and raycasting technic to simulate a 3D game. Moreover it works in PC and Ps4 and use multithreads.

Video game Engine developed from 0 in C++

- We did in group of 10 an engine using C++ based in data.
- Technology engines such as Ogre, Bullet, CEGUI and FMOD.
- Using Lua as the scripting language.
- We also developed 2 games to prove that the engine works correctly.