

CONTACT



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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 (B2)

SKILLS

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

Andrés de la Cuesta López

Programmer

Specialized in Game Development

EDUCATION

Videogame Development degree

Complutense University of Madrid | 2018-2022

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 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.
- Oh-nO done with Android Studio doing the engine.
- Flow Free done 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 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.
- Developed 2 games within this engine.