

# Alvaro De Cubas

## Games Programmer

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### Alvaro De Cubas

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<https://decubas.github.io/>



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## Aptitudes

- Languages
  - English (Fluent)
  - Spanish (Native)
- Programming Languages
  - C++
  - C
  - C#
  - Python
- Render
  - OpenGL
  - GLSL
- Game Engines
  - Unity3D
  - Unreal Engine 4
- Debug
  - Visual Studio
  - RenderDoc
- Source Control
  - Git
  - Perforce

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## Experience

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### Angry Avocado, C++ Programmer

Sep 2019 - July 2020, Valencia

I worked as a C++ Programmer in the range attack of enemies and players. I also implement the majority of the visual effects and particles in the game.

### Rebellion, C++ Programmer

July 2021 - Current, Osset, Wakefield

I'm working as a C++ Programmer in a brand new AAA IP with Unreal Engine 4

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## Formation

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### Sheffield Hallam University, BSc (Honours)

Sep 2020 - May 2021, Sheffield, United Kingdom

### ESAT (Escuela Superior de Arte y Tecnología) , BTEC Level 5 HND

Sep 2017 - July 2020, Valencia, Spain

- Average Grade - Distinction
- Relevant Modules
  - Final Project - Distinction
  - 3D Graphics Engine - Merit
  - Unreal Engine 4 - Merit
  - AI Systems - Distinction

### Escuelas San José, Bachillerato (equivalent to A Levels)

Sep 2011 - May 2017, Valencia, Spain

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## Achievements

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### Sun Warriors, ESAT, Published game in Steam (2021)

[Steam](#)

[Trailer](#)

[Unreal Showcase Fall 2020](#)

**References are available upon request.**