GABRIEL
BUSTILLO DEL CUVILLO

Game Developer

Location: El Puerto de Santa Maria (Cádiz), Spain
E-Mail: gabibust@gmail.com
Web: gabuscuv.github.io
Github: github.com/gabuscuv
Linkedin: linkedin.com/in/gabuscuv/

MAIN TECHNOLOGIES

Programming Languages:
C#, C++, Javascript
Engine: Unreal Engine
Middleware: FMOD, Dear ImGui
Tools: Visual Studio (Code), Git , Photoshop & Gimp

CONTRIBUTIONS & FORKS

Valve / Steam Audio (Python)
Contribution
jameslieu / howlongtobeat (C#)
Contribution
nowrep / obs-vkcapture (C)
Fork & Contribution

ADDITIONAL INFORMATION

- Signed up in "Youth Guarantee"
- Experience working in International Teams and on remote
- Willing to relocate
- Immediate availability

PROJECTS

2023	**Tikpocalypse**	**FEET Studio**

Responsible for architecture, multimedia integration, programming of the online leaderboard (Backend & Frontend) and IT Support, A Game made for the MalagaJam XVI Summer Edition
```
Unity / C# / FMOD / GRPC (Feature Ready) / ASP.NET (Feature Ready)
```

2023 — **WebScrappers for Stratos Ads & Devuego (Eventos)**
```
C (Stratos) / Rust (Devuego) / libxml2 / libcurl / CMake / XPath
```

2020 - 2022, 2023 — **VRProject, Tools & Unreal Engine Plugins (2023, Extracted/Rewritten from VRProject)** **SoloDev**
A narrative mystery puzzle VR Game with virtual augmented reality and an AI companion
- OpenXRControllerIntegration- A Unified Highlight Button System for VRExpansion & OpenXR
- ASyncMapFramework - A set of classes & interfaces for loading asynchronous maps mainly for VR
- Custom3DSubtitles - A Set of Components and Interfaces to show stylish 2.5D captions mainly for VR
```
C++ 17 / Unreal Engine 4 / FMOD / IMGUI / OpenXR / Oculus / golang / C#
```

2017, 2019 - 2020 — **Minor GameDev Roles**
- 2020: ImGui Tools/Game Programmer for a GameJam (Lua & LOVE2D)
- 2019: TestingGrounds++ : Making an improved version of the last exercise. (Unreal E 4 & C++)
- 2017: Final degree project - A 2D Basic Game Engine with Editor (C#, MonoGame/XNA & WinForms)

WORK EXPERIENCE

2018 – 2020
2.5 years
Mainly Backend Developer **Itixo s.r.o/ICT Capital s.r.o, Prague, Czechia - Remote**
Creation, design, refactoring and maintenance of Software and unit tests in .NET Framework, Refactoring and migration tasks to .NET Standard/Core for old and new projects
```
C# & .Net Framework / Microsoft SQL Server / Microsoft Azure / JavaScript
```

2017
0.3 years
Full-Stack Software Developer **KnowledgeMill Limited, London, England - On-Site**
Remade a Web Application originally made with Microsoft Silverlight to Node.js with REST API reverse engineering (because the lack of documentation) and RPM & init.d Integration (CentOS/Red Hat)
```
Node.js / JS/ECMA6+ / BootStrap / Microsoft Exchange Service / CentOS/RPM
```

2017
0.2 years
Trainee Software Developer **Viewnext, Caceres, Spain - On-Site**
```
IBM Websphere / IBM MQ Manager / ESQL
```

EDUCATION

2015 – 2017
2 years
[EQF5] HND-Equivalent Studies in Multi-Platform Applications Development **I.E.S Ágora, Cáceres, Spain**
```
Java / C# & .Net Framework / Microsoft SQL Server / Android
```

2012 – 2014
2 years
[ISCED3] Vocational education in IT Technician Studies **Educatec, Cáceres, Spain**
```
Cisco IOS / Fedora & Debian / Windows Server
```

COURSES

2019 — **Unreal Engine C++ Developer: Learn C++ and Make Video Games** **by GameDev.tv on Udemy**