

# GABRIEL BUSTILLO DEL CUVILLO

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## Game Developer

### MAIN TECHNOLOGIES

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

### 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 **WebScrapers for Stratos Ads & Devuego (Eventos)**  
C (Stratos) / Rust (Devuego) / libxml2 / libcurl / CMake / XPath
- 2023 **BacklogDatabase-Utils (CLI) // BeatenGames (Web) // BeatenGamesService (Daemon/Service)**  
A variety of tools and a viewer for catalog my remains games  
ReactJS / Javascript / C# / Entity Framework & LINQ / GRPC
- 2020 - 2022, 2023 **VRProject, Tools & Unreal Engine Plugins (2023, Extracted/Rewritten from VRProject)** Solo Dev  
A narrative mystery puzzle VR Game with virtual augmented reality and an AI companion using Metahumans  
- CustomOpenXRControllerIntegration- A Unified Highlight Button System for VRExpansion & OpenXR  
- ASyncMapFramework - A Set of Components and Interfaces for loading maps asynchronously 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#

### WORK EXPERIENCE

- 2018 – 2020 **Mainly Backend Developer** Itixo s.r.o/ICT Capital s.r.o, Prague, Czechia - Remote  
2.5 years  
- 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 **Full-Stack Software Developer** KnowledgeMill Limited, London, England - On-Site  
0.3 years  
Remade a Web Application originally made with Microsoft Silverlight to Node.js with REST API reverse engineering (because the lack of documentation)  
Node.js / JS/ECMA6+ / Bootstrap / Microsoft Exchange Service / CentOS/RPM
- 2017 **Trainee Software Developer** Viewnext, Caceres, Spain - On-Site  
0.2 years  
IBM Websphere / IBM MQ Manager / ESQL

### EDUCATION

- 2015 – 2017 **[EQF5] HND-Equivalent Studies in Multi-Platform Applications Development** I.E.S Agora, Caceres, Spain  
2 years  
Java / C# & .Net Framework / Microsoft SQL Server / Android
- 2012 – 2014 **[ISCED3] Vocational education in IT Technician Studies** Educatec, Caceres, Spain  
2 years  
Cisco IOS / Fedora & Debian / Windows Server

### COURSES

- On-Going **Unity - Pathway: Junior Programmer** Unity Learn
- 2019 **Unreal Engine C++ Developer: Learn C++ and Make Video Games** by GameDev.tv on Udemy
- 2013 **Adobe Photoshop CS3** Grupo System