GABRIEL BUSTILLO DEL CUVILLO

Software Developer

Location: El Puerto de Santa Maria (Cadiz)
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MAIN TECHNOLOGIES

Programming Languages:
C#, C++, Javascript
Databases: MySQL/MariaDB, Microsoft SQL Server, SQLite
Operating Systems: Red Hat-like, Debian-Like, macOS, Windows
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

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Remade a Web Application originally made with Microsoft Silverlight to Node.js with REST API reverse engineering (because the lack of documentation)
Detailed achievements:
- Improving WebApp offering Microsoft Exchange Service Support and Integration like other newer Company's products.
- Redesign Front Page.
- RPM Packing and init.d configuration
```
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
```

PROJECTS

2023
WebScrappers 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 pending 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
```
C++ 17  /  Unreal Engine 4  /  FMOD  /  IMGUI  /  OpenXR  /  Oculus  /  golang  /  C#
```

EDUCATION

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

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

COURSES

2013
CCNA Discovery 2 : Working at a Small-to-Medium Business or ISP — Cisco

2013
Adobe Photoshop CS3 — Grupo System