GABRIEL BUSTILLO DEL CUVILLO

Game Developer

Location: El Puerto de Santa Maria (Cadiz)
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	**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)** **Solo Dev**

A narrative mystery puzzle VR Game with virtual augmented reality and an AI companion
- 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#`

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Remade a Web Application originally made with Microsoft Silverlight to Node.js with REST API reverse engineering (because the lack of documentation)
`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 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

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**