

# GABRIEL BUSTILLO DEL CUVILLO

**Location:** El Puerto de Santa Maria (Cádiz), Spain  
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## Game Developer

### MAIN TECHNOLOGIES

**Programming Languages:**  
C#, C++, Javascript/Typescript  
**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

Experience working in  
International Teams and  
on remote  
Recurring & Active Mem-  
ber of Cádiz GameDev  
I have 30% of deafness (I  
am using Hearing Aids)

### PROJECTS (6 of 16 projects) - *More Information*

- 2023 - 2024 **Some Game Jams**  
- 2024: KirikiKitchen for the MalagaJam 2024 (Global Game Jam) (UE5 & VR) - Lead Developer  
- 2023: Camp Tales for the IndieSpainJam IV (UE5) - Lead Developer  
- 2023: Tikpocalypse for the MalagaJam 16 (Summer Edition) (Unity & C#) - Assistant Developer&IT
- 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 VRC++  
17 / Unreal Engine 4 / FMOD / IMGUI / OpenXR / Oculus / golang / C#

### WORK EXPERIENCE (2 of 4 Companies - 3 of 8 Job Positions) - 3.71 years - *More Information*

- 2023 - On-Going  
0.81 years **Lead VR UE5, C# Tools & TS Developer** Abance - Global Engineering, Puerto de Santa Maria, Spain - Hybrid  
Main Responsible of four projects.  
**Documentation/Filtering Tool (2024):** Excel Parsing (OpenXML), HTMLScraping,.NET Ecosystem  
Consultant (architecture migration)  
**Internal VR Tool (2023-2024):**Development, Optimizations of a VR 3D Model Viewer made with Unreal  
Engine 5.1 and upgrading to 5.3.  
- Multi-User/Multiplayer/Networking (replication)  
- Import Asset Optimizations (from 40 minutes to 10 minutes)  
- I/O Optimization (reduction of 10-15 Min to a few seconds)  
- Automatized Content Build Pipeline with QT tools  
- Python Automatization (Commandlet and In-Editor)  
- Accessibility Options  
- In-Game Customs Tools (Multi-User Supported)  
Unreal Engine 5 / C++17 & Blueprints / C# & .NET / QT / MySQL / GRPC
- 2018 - 2020  
2.30 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

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