GABRIEL BUSTILLO DEL CUVILLO

Game Developer

Location: El Puerto de Santa Maria (Cádiz), Spain
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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
Acting Head 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 VR
```
C++ 17  /  Unreal Engine 4  /  FMOD  /  IMGUI  /  OpenXR  /  Oculus  /  golang  /  C#
```

WORK EXPERIENCE (2 of 4 Companies - 4 of 9 Job Positions) - 4.27 years - *More Information*

2023 - On-Going
1.37 years

Main VR UE5, C# Tools & TS Developer Abance - **Global Engineering**, Puerto de Santa Maria, Spain - **Hybrid**
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)
- In-Game Custom Tools (Multi-User Supported) & Accessibility Options
C++ Backend Developer (2024): Development of Unmanned Surface Vehicle Communications
C# Tools (2024): Documentation/Filtering Tools for Integrated Logistics Support Engineering.
```
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**

2013   **Adobe Photoshop CS3**   **Grupo System**