

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
Acting Head of Cádiz
GameDev & GameJam
Organizer
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) - 3.94 years - *More Information*

2023 - On-Going
1.04 years **Lead VR UE5, C# Tools & TS Developer** Abance - Global Engineering, Puerto de Santa Maria, Spain - Hybrid
Lead / 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