

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](#)
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) - 4.07 years - [More Information](#)

2023 - On-Going
1.16 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