



Raul Cano

Software and Video Game Developer

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[Projects](#)

[GitHub](#)

[Portfolio](#)

Professional profile

I am a Video Game Developer, seeking professional growth in a company where I can apply and expand my skills. I have 1 year experience and I want to use my knowledge to specialize in C#, C++ and also Unity, although I would like to try different areas and technologies.

I am self-taught, resolute and a quick learner, so it is not difficult for me to adapt to different situations and work methodologies, always choosing quality over quantity.

Languages

Spanish: Native.
Catalan: Native.
English: B2.

Work experience

PING PONG TECH

Sept. 2022 - June 2023

Interactive Applications and Video Game Developer

- Software development with Unity for exhibitions and museums of relevant international companies.
- Temporary administration of the enterprise NAS for data migration.
- AI camera integration for face and body detection with Unity.
- Hardware implementation in Unity to modify variables within the environment.
- Automation of the build process through custom scripts and daemons that integrate CI/CD with cloud services.
- Development of internal tools in Unity to facilitate the work of the design team (such as gameplay balancing or content pooling generators).
- Object-oriented programming using design patterns, developing modular and maintainable code, accompanied by clear technical documentation for ease of use.

INSTITUT DE L'ARBOÇ

Sept. 2020 - May 2021

IT Technician

- Repair and installation of computer devices in the center.
- Administration of the center's server.
- Installation of O.S. on Windows, Linux and IOS tablets.
- Use of programs such as Deep Freeze to restore the computer on reboot.

Studies

2021 - 2023
Institut Pedralbes

Certificate of Higher Education in Multiplatform Applications Development (Videogames and Digital Leisure)

- Honorable mention to the best student by the teaching team in CPAD-Vi.
- Finalist 14th edition FPemprèn (Fearsom) with the videogame VR UnfOund_VR.

2021
Cisco Networking

CISCO CCNA 1 Degree

2019 - 2021
Institut Eugeni D'Ors

Vocational Education and Training in Microcomputer Systems and Networks.

Projects

- UnfOund VR: Game based on paranormal events. Technology: Unity (C#) in VR.
- Platform VVV: 2D platform game. Technology: Unity (C#).
- Millennium Falcon: Local multiplayer game with interface (HUD). Technologies: Unreal Engine (Blueprints and C++).
- TinyRun 3D: Game with Cyberpunk aesthetics of gathering allies. Technology: Unity (C#).

Abilities

Programming languages: C++, C#, Java.

Development environments: Unreal Engine with Blueprints and C++. Unity with C#. Android Studio with Java, NetBeans for Java, Databases (SQL).

Skills: Problem solving / Debugging / Code optimization / Logical thinking.

Other: Driving license and own car.