



# Raul Cano

## Software and Video Game Developer

- @ [rcportoles@gmail.com](mailto:rcportoles@gmail.com)
- 📞 [+34 682 101 060](tel:+34682101060)
- 📁 [Projects](#)
- GitHub [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

#### Interactive Applications and Video Game Developer

Sept. 2022 - June 2023

- 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'ARBOC

#### IT Technician

Sept. 2020 - May 2021

- 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

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| 2021 - 2023<br>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 (Fearsum) with the videogame VR Unf0und_VR. |  |
| 2021<br>Cisco Networking   | CISCO CCNA 1 Degree  |
| 2019 - 2021<br>Institut Eugeni D'Ors   | Vocational Education and Training in Microcomputer Systems and Networks.                                   |

## Projects

- Unf0und 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.