



# Jonathan Cacay Llanes

C++, C# developer

## ABOUT ME

Versatile developer with advanced skills in mobile app and video game design, specializing in creating interactive experiences. Experienced in Unity, C++, C#, and Java. Proficiency in gameplay testing and bug fixing. Meticulously and creative approach to software development, autonomy in individual projects with strong collaboration in multidisciplinary teams.

## MORE INFORMATION

- Total availability

## CONTACT



+34 616 80 43 45



jcacaynes@gmail.com



Barcelona, Spain

## LANGUAGES

Spanish ●●●●●●

Catalan ●●●●●

English ●●●●●

## PORTFOLIO

<https://xgauss05.github.io/portfolio/>

## EXPERIENCIA LABORAL Y PRÁCTICAS

### Students Mentor in Programming I & Programming II

Centre de la Imatge i la Tecnologia Multimèdia (CITM) - Universitat Politècnica de Catalunya (UPC) | October 2024 - June 2025

- Supported students with exercises and theoretical concepts (data structures, functions, recursion, pointers, etc.) in C/C++.

### Internship

Carver Advanced Systems, S.L. | November 2019 - May 2020

- Learned and applied TypeScript in real-world projects.
- Assisted in web page management and maintenance.
- Participated in project migration to updated technologies or platforms.

## EDUCATION

### Centre de la Imatge i la Tecnologia Multimèdia (CITM) - Universitat Politècnica de Catalunya (UPC)

Bachelor's Degree in Videogames Design and Development | September 2021 - July 2025

### STUCOM Centre d'Estudis

Advanced Vocational Training in Multiplatform Applications Development | September 2018 - June 2020

## PUBLICATIONS

**In the Tracks of Fate (February 2025)** Submission for 8a Gran CITM Game Jam - 10 ANYS de Videojocs. Awarded by DonesTech

**Lost in Dreams (February 2024)** Submission for 7a Gran CITM Game Jam

**No Time to Di(c)e (July 2022)** Submission for GMTK Game Jam 2022

## PROGRAMS

- C, C++, C# programming
- Java, Android Studio
- Unity 2D y 3D. Experience in singleplayer & multiplayer.
- Visual Studio Code / Microsoft Visual Studio
- Maya, Adobe Substance, Photoshop
- GitHub