Jonathan Cacay Llanes

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. Meticulous and creative approach to software development, autonomy in individual projects with strong collaboration in multidisciplinary teams.

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Elkano, Barcelona, 08004, Spain

Spanish ●●●●●
Catalan ●●●●○
English ●●●○○

Portfolio
xgauss05.github.io/portfolio/

Education

• CITM | UPC (TTC), Barcelona, Spain
Sep 2021 - present
8.33
Degree in Videogames Design & Development

• STUCOM Centre d'Estudis, Barcelona, Spain
Sep 2018 - June 202
8.04
Multiplatform Applications Development

Internships

• Carver Advanced Systems S.L.
November 2019 - May 2020
.Learned about TypeScript, Web page management and projects migration.

Publications

• No Time to Di(c)e (July 2022): A submission for a Game Jam, the GMTK Game Jam 2022.
https://xgauss05.itch.io/no-time-to-dice

• Lost in Dreams (February 2024): A submission for a Game Jam, the 7a Gran CITM Game Jam.
https://xgauss05.itch.io/lost-in-dreams

Skills

• Analytical know-how
• Teamwork
• Communication skills
• Creative Thinking
• Problem-solving
• Troubleshooting

Tools & Languages

• C based languages (C++, C#)
• Java
• Python
• Unity
• Visual Studio Code / Microsoft Visual Studio
• Maya & 3ds Max
• Adobe Substance & Photoshop