Alicante, Spain ◆ *(+34) 664 26 12 60* ◆ *laureanocb33@gmail.com* ◆ *github.com/SrOParker* ◆ *laureanocb.com* ◆ *LinkedIn*

Laureano Cantó
SOFTWARE DEVELOPER

PERSONAL PROFILE

Highly skilled Multimedia Engineer specializing in C++. Proven ability to excel in collaborative environments and a relentless drive for continuous learning. Known for creative problem-solving and a proactive approach to project development. Demonstrates exceptional stress management and workload handling capabilities.

PROFESSIONAL EXPERIENCE

C++ Software Engineer at **HP** [Printer Marketplace, B2C]   October 2022 - March 2024

RESPONSABILITIES

- Developed and implemented new features, enhancing software functionality, and addressing bugs.
- Conducted thorough testing using Gtest and Gmock, ensuring robustness and reliability of software solutions.
- Collaborated effectively within a team of 15 professionals, actively participating in a repository with more than 500 developers.
- Utilized Jira and Git for version control and task management, ensuring seamless workflow coordination and project tracking.

KEY ACCOMPLISHMENTS

- Successfully integrated new features, enhancing the overall performance and user experience of HP software products.
- Identified and resolved critical bugs, contributing to the stability and reliability of software systems.
- Actively collaborated within a large team environment, fostering effective communication and synergy to meet project goals and deadlines.

KEYWORDS

- Tech skills: C++17, Python, Linux, Git, G Test, GMock, CMake, Confluence, Docker, Design patterns
- Soft skills: Scrum, Team work, Agile Methodologies, Jira

C++ Game Developer at **Popcorn Games**   September 2020- July 2022

RESPONSABILITIES

- Developed and improved many features of the video games I have participated in.
- Implementation of my own engine for different games.
- Collaborated effectively within a team of 5 developers, actively participating in a GitHub repository.
- I gave several presentations about our own video games at events such as the Valencia Indie Summit or the CPCRetroDev in Alicante.
- I collaborated with my colleagues in brainstorming sessions to improve certain aspects of our video games.
- Utilized Jira and Git for version control and task management.

KEYWORDS

- Tech skills: C++,OpenGL, RayLib, Linux, Git, Design patterns, Algorithm Data Structures.
- Soft skills: Scrum, Team work, Agile Methodologies, Jira.

PERSONAL PROJECTS

- [How to develop a GameEngine (ECS) in C++20 from scratch](#): This project is a guide to teach new developers how to create our own entity engine for managing memory in a video game. Through project-based learning (a total of 5 projects), with incremental difficulty, we iterate on an engine to achieve more powerful and better optimized games step by step.
- [Into the Crops](#): A horror game inspired by the early 2000s horror games for the PS1 such as Silent Hill and the PS1 Haunted Demodisks. A project developed using C++ & OpenGL from scratch with four other developers where my role involved the development of my own game engine (for memory management), mechanics, gameplay and level design.
- [Disengage](#): A roguelike game where you're a programmer inside a corrupted videogame, trapped in its testing phase. A 2D game developed from scratch using C++ and SFML. My role in this project was the design of the entity engine, mechanics, and gameplay.
- [FroggoHop](#): Amstrad CPC videogame made in Z80 assembly. Managing memory in assembly language, gameplay, mechanics, and level design.
- [laureanocb.com](#): My personal website is built using HTML, JS, and CSS. It features various sections to showcase who I am, what I've accomplished, and includes a blog section to inform about my personal projects progress.

More information about these projects on [GitHub](#) or on my [website](#).

EDUCATION

PRINCIPAL

Multimedia Engineering	Universidad de Alicante (With honors in the final degree project)	2018 - 2022
B2 FCE Cambridge	University of Cambridge	

SECONDARY

Agile Methodologies Course 2 Month Course	ITCloud Learning Completed an intensive course in Agile Methodologies, gaining practical knowledge in iterative development, continuous integration, and effective team collaboration strategies.	2022
Qt/QML Course 2 Month Course	ITCloud Learning Successfully completed a comprehensive course in Qt/QML, mastering the skills necessary for developing cross-platform applications with a focus on user interface design and functionality.	2022
ITIL Best Practices Guide Course 2 Month Course	ITCloud Learning Attained proficiency in ITIL best practices through specialized training, gaining insights into service management frameworks, process improvement methodologies, and strategies for optimizing IT service delivery.	2022

TECHNOLOGIES

EXPERTISE	**C++, Java**
GOOD	**HTML, CSS, JS, QT/QML, PYTHON**
LEARNING	**UNREAL ENGINE 5, UNITY**