



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. Meticulously 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

- **Degree in Videogames Design & Development**

CITM | UPC (TTC), Barcelona, Spain

Sep 2021 - **present**

8.33

- **Multiplatform Applications Development**

STUCOM Centre d'Estudis, Barcelona, Spain

Sep 2018 - June 2020

8.04

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 2D & 3D
- Visual Studio Code / Microsoft Visual Studio
- Maya & 3ds Max
- Adobe Substance & Photoshop