

Jaime Chapinal

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Info {

I am a computer engineer passionate about software engineering, video games development, front-end technologies, programming (C++, C#, Javascript, Python), AI, machine learning and web scraping. More info about me in my portfolio website: www.jaimechapinal.com };

Skills {

Programming: {C++, C#, Javascript, Python, HTML5/CSS3, OpenGL},
Software: {Visual Studio 2010-2015, Unity3D, OpenSceneGraph, 3dsMax, Photoshop, Eclipse, SVN, Git, Perforce, Flash, DD.BB. (Oracle/MySQL/PostgreSQL)},
Systems: {Microsoft, Mac, Linux} };

Professional Experience {

[Company: **Gameloft**

Dates: March 2017 - Nowadays

Role: *UI Engineer*

Tasks: User Interface programming in C++. Unity3D prototyping.

Projects: **Asphalt Extreme**; and unannounced new game],

[Company: **Electronic Arts**

Dates: April 2015 - March 2017

Role: *Software Engineer*

Tasks: Internationalization (**i18n**): **Frostbite**, Unity3D, Ignite and internal tools. I18n and localization tasks. Bug fixing for the *Languages:* Arabic, Japanese, Korean, Traditional/Simplified Chinese, Russian

Projects: **Battlefield 1**, **Plants vs Zombies Heroes**, **Mirror's Edge Catalyst**, **FIFA 17** **Mirror's Edge Catalyst**, **FIFA 16**, **Star Wars Battlefront**, **Need for Speed**],

[Company: **Carto**

Dates: October 2014 - April 2015

Role: *Developer*

Tasks: *Front-End Engineer*. QA. Technical Support],

[Company: **Simfor**

Dates: August 2012 - September 2014

Role: *Programmer*

Tasks: **Simulators:** cranes, cars, buses (Entac), trucks and military vehicles. **C++**, OpenSceneGraph (OSG), DirectX and Qt. **Gameplay**, **tools** and **graphics programming (GLSL)**. I set up agile methodology and SVN repositories.],

[Company: **Mediapost**

Dates: August 2010 - September 2011

Role: *Junior programmer*

Tasks: Marketing and logistic web apps. Technologies: ASP.NET, C#, Javascript, web services and thermal printers (ZPL and EPL). Prototyping: Android] }

Education {

2012-2013: **Master in Video Games Development (Programming)** Univ. Complutense of Madrid

2011-2012: **Master in Software Development (Human-Computer Interaction)** Univ. of Granada

2010-2011: **Computer Engineering Degree** - Univ. Carlos III of Madrid,

2007-2010: **Technical Engineering in Computer Managements** - Univ. Carlos III of Madrid }

Publications {

"Natural interaction techniques using Kinect" (2012):Proced. of the 13th International Conference on Interaccion Persona-Ordenador. ArticleNo.14 ISBN:978-1-4503-1314-8;}

Indie games {

Angry Moto(Unity3D), Wedding Gamers (Unity3D), 13Floors (Unity3D), Gloom (C++/Ogre/PhysX,Enet), Golem Hunter (Unity3D), Beat Jump (Unity3D - Winner MGJ2013), TAF Kinect (KInect API+WPF), Super Enjuto IA* (XNA) }