

Jaime Chapinal

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Professional Experience {

[Company:  Amazon

Dates: August 2019 – Nowadays

Role: Software Development Engineer II

Tasks: European Customer Experience Engineer: API, backend, mobile, OPS (retail)

Kindle Reader: Maintaining PC/Mac reader apps and developing new web reader

Projects: Price drops in cart, Amazon Kids, Kindle Reader for PC/Mac/Web],


[Company:  King (Stockholm)

Dates: January 2018 – July 2019

Role: C++ Game Programmer

Tasks: Gameplay and tools programmer. New content team: New in-game features (blockers, map functionalities) and art/design production toolsets.

Projects: *Candy Crush Saga*],

[Company:  Future Lighthouse

Dates: October 2017 – January 2018

Role: VR Engineer

Tasks: VR programming, QA certification bug fixing and publishing.

Projects: *Melita (Gear VR)*, *In the Cloud: VR Afterlife (PS4)*],


[Company:  Gameloft

Dates: March 2017 – October 2017

Role: UI Engineer

Tasks: Bug fixing (upd.6) and new Unity prototyping for an unannounced title.

Projects: *Asphalt Extreme*, *Unannounced title*],

[Company:  Electronic Arts

Dates: April 2015 – March 2017

Role: Software Engineer

Tasks: Frostbite, Unity3D, Ignite and internal tools. PC,PS4,X1,PS3,X360.

Internationalization, localization and bug fixing for the languages:

Arabic, Japanese, Korean, Traditional/Simplified Chinese, Russian.

Projects: *FIFA 17*, *Battlefield 1*, *Star Wars Battlefront*, *FIFA 16*,

Plants vs Zombies: Heroes, *Mirror's Edge: Catalyst* , *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: Virtual simulators: cranes, cars, buses, trucks and military

vehicles. C++,(OSG), DirectX and Qt. *Gameplay*, *tools* and *shaders*]],

[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.]]

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 Interacción Persona-Ordenador*. Article No.14 ISBN:978-1-4503-1314-8

Skills {

Programming: C++, C#, Python, Javascript, HTML5/CSS3, OpenGL;

Software: Visual Studio 2010-2019, Unity3D, custom game engines, OpenSceneGraph, SVN, Git, Perforce, TDD, continuous integration (Jenkins), Selenium, PostgreSQL, 3dsMax, Photoshop.

Systems: Microsoft, Mac, Linux, Android, iOS, Windows Phone, web, console dev kits, VR

Languages:  Spanish(native),  English(CAE - C1),  Swedish(basic) }

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) }