JAIME PÁRAMO BENÍTEZ
GAME PROGRAMMER

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About Me

I'm a **game programmer** driven by the balance between **creativity and logic**. With a deep-rooted love for **video games and music**, I'm passionate about **crafting interactive experiences** that blend **emotion, design, and technology**. I enjoy **solving complex problems**, **building systems that feel intuitive**, and **using sound and interaction to enhance player immersion**. My background in music theory and piano has shaped the way I approach development, treating **code, gameplay, and audio as parts of the same creative composition**. Above all, I'm motivated by the joy of **creating experiences that connect with players on both a technical and emotional level**.

Experience

Amiguito Studios

Game Programmer | Unreal Engine 5 Blueprints & C++
November 2025 - Present

Working on an unannounced project, contributing to **gameplay programming and system development**.

Bola 13 Studios

UI, Audio & Gameplay Programmer | Unreal Engine 5 Blueprints & C++
January 2025 - November 2025

Developed ***Dorothy's Job***, a humorous twin-stick shooter where players blast monsters and clean up the aftermath to keep their overlord's castle spotless. Built in **Unreal Engine 5** and released for **free on Steam**. As a **UI, audio, and gameplay programmer**, I contributed to core systems, implemented **FMOD audio integration**, and developed key user interface features within a **multidisciplinary team of over 30 members**.

U-tad

Unreal Engine 5 Game Development Teacher | Summer School
July 2023 - July 2025

I was responsible for designing and delivering **20-hour courses** for groups of **around 25 secondary school students**, covering a range of topics in game development. My role involved **creating lesson plans**, guiding students through **hands-on projects**, and providing feedback to help them **build their skills and confidence in game development**.

Research Assistant | Academic Excellence Scholarship
September 2022 - June 2024

As part of the scholarship, I participated in **ARTEMIS**, a **multidisciplinary research project** focused on designing **rhythmic experiences to enhance emotional well-being**. I collaborated with psychologists and musicians to conceptualize and structure interactive experiences grounded in rhythm and emotion. I implemented the project in **Unity**, translating research insights into a functional and engaging digital prototype.
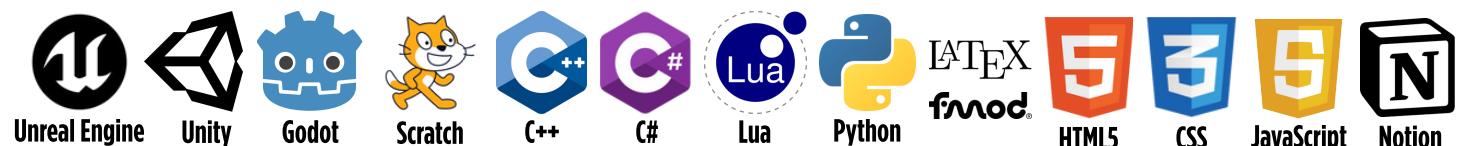
Education

U-tad

Master of Science – MS, Game Programming
October 2024 - October 2025

Bachelor of Arts – BA, Game Design
September 2020 - June 2024

Tech Stack

Unreal Engine   Unity   Godot   Scratch   C++   C#   Lua   Python   LaTeX / FMOD   HTML5   CSS   JavaScript   Notion

Languages

Spanish
Native

English
Professional working proficiency