



JAIME ANDRES CORONADO

SOFTWARE ENGINEER & GAME DEV

CONTACT

- 📍 Barcelona, Spain
- ✉ jaimecoronado_07@hotmail.com
- ☎ +34 654475495
- 🌐 jaico1.github.io

ABOUT ME

Software Engineering has taught me the importance of constantly acquiring new skills and being able to work in projects with my partners. With Software Engineering I acquired a high sense of responsibility with it being one of the careers of the future.

I like to face challenges with the highest of spirits as I see them as an opportunity to grow as person and professional. My current challenge is starting a career as video game programmer which and being to contribute my part to the video game industry even if it is small.

LANGUAGES

Spanish: Native speaker

English: C1 TOEFL

Italian: A2

EXPERIENCE

- **HelHeim Engine (2023-2024):** Masters group project where we created a 3D game engine. Here I worked in the animation support of GLTF models with OpenGL and C++. This includes the import of the models to the engine and the support for state machines.
- **Chrysalis (2024):** Also part the Masters, Chrysalis was made with Hellheim Engine. Here I was able to programming features like the character ultimate, the game tutorial, and the item drops among others. I also was part of programming animations, sound and vfx for the game.
- **NA-App (2022-2023):** As a grad group project, we created a mobile app for fish farms in Flutter. This app allows them to keep the farming data in a database (Firebase) and also allows them to export this data into spreadsheets and show data provide graphical data.
- **Unity (2021-2022):** Creation of Unity video games for educational purposes. This include single player games like a Megaman inspired platformer and Labyrinth were you are chased by an AI. Also two players games like, dots and boxes games, a tron inspired player vs player game, and a auto-chess player vs player game.
- **Semi-Pro Sports (2017-2018):** Captain of pollynesian canoe with international qualifications (Va'a Southamerican 2017) and winning national championship (Panama). Here I was required to learn skills like team work and team management in order to achive these results.

SYSTEMS

- C++
- Unity (C#)
- Java
- OpenGL
- Flutter
- SQL
- JavaScript
- Python

ACADEMIC TRAINING

- 2024** Master in Advanced Programming for AAA Games
Universitat Politecnica de Catalunya
- 2023** Software Engineering BA
Universidad del Norte