



# JAIME ANDRES CORONADO

SOFTWARE ENGINEER

## CONTACT

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## 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 transferring my knowledge of programming to videogames.

## LANGUAGES

Spanish: Native speaker

English: C1 TOEFL

Italian: A2

## ACADEMIC TRAINING

2024 Master in Advanced Programming for AAA Games

Universitat Politècnica de Catalunya

2023 Software Engineering BA

Universidad del Norte

## SYSTEMS

- JavaScript
- Python
- Unity (C#)
- SQL databases
- Git projects
- Power BI
- Flutter
- OpenGL (c++)
- C++
- Java

## PROJECTS

- Gameplay programming for Chrysalis made with Hellheim Engine. **2024**
- Animation Support for a custom made Hellheim Engine (3D) with OpenGL and C++. **2023-2024**
- Developing mobile app management and data analysis of fish farms (grad project). **2022-2023**
- Creation of Unity video games for educational purposes (Dots and Boxes, Auto Battler game, Metroidvania game). **2021-2022**
- Captain of polynesian canoe with international appearances (Va'a Southamerican 2017) and national championship (Panama). **2017-2018**