Martín Jesús Chipoco

Unreal Engine Developer, Software Developer & Computer Engineer   Viña del Mar, Chile
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Professional Summary

Gameplay Engineer and Software Developer specialized in **Unreal Engine 5 (GAS)** with a solid foundation in software architecture, workflows, and modern web/cloud technologies. Bridges creative and technical domains to build scalable, data-driven systems for both games and enterprise software. Passionate about modular design, performance, and maintainable pipelines.

Education

University Technician in Computer Science — Federico Santa María Technical University   *2020–2022* (UTFSM, Chile)

- Emphasis on applied software development, programming fundamentals, and system implementation.

B.Sc. Computer Engineering — UTFSM, Chile   *Expected Dec 2025*

- Relevant electives: IoT, Mobile Apps, Cloud Computing, Cybersecurity, Optimization, UI/UX.
- *Project-Based Thesis:* **VoD Framework** — custom modular Unreal Engine 5 build designed to streamline indie development pipelines and improve access to state funding by standardizing workflows and reducing technical debt.

Technical Skills

Programming: C++, JavaScript (Node), Python, Java, C#, PHP, SQL/NoSQL.
Game Tech: Unreal Engine 5 (GAS, C++, Blueprints, GameplayTags), Blender.
Web & Cloud: Laravel, Express, React, PostgreSQL, Docker, AWS (Certified).
Tools & DevOps: Git, GitHub, Git LFS + locking, GitHub Actions, Scrum, Agile.
Core Strengths: Software Architecture, Iterative Development, Technical Leadership.

Experience

Gameplay Systems Intern — Lead Programmer / Product Owner (Tyrant Team)   *Aug–Nov 2025*
Freelance continuation through Dec 2024

- Designed and implemented a custom modular **Unreal Engine 5 framework** with GAS integration, debug tooling, and universal bone-based hit detection.
- Defined team workflow, CI/CD strategy, and documentation standards for scalable iteration.
- Balanced **PO/Lead Programmer** duties: backlog definition, iteration scope, and mentoring.

Full-Stack Engineer — Hospital Gustavo Fricke (UTFSM Project)   *2025*

- Built a **WhatsApp-based contactability system** requiring zero patient input, improving hospital communication efficiency.
- Developed backend automation (Express + Prisma + PostgreSQL) and a minimal, usable admin dashboard.
- Showcased at **UTFSM Software Fair 2025 (Equipo Gustabot)**.

Tool Developer Intern — ELYON Technology   *Dec 2022–Feb 2023*

- Coordinated remote Scrum routines and created onboarding materials for experimental enterprise prototypes.

Freelance & Technical Advisory   *2020–Present*

- Tutoring and IT consultancy: programming, architecture, and automation support for small teams and Asesoría e Inspección SPA.

Leadership & Community

USM Games — President / Founder   *2024–Present*
Organized institutional funding, outreach, and guest talks (e.g., Julio Marambio, Octeto Studios).

AEVGC — Regional Coordinator (Valparaíso)   *2025–Present*
Managed regional collaboration between universities and indie studios.

Projects · Certifications · Interests

VoD Framework (Thesis) — Modular UE5 + GAS framework improving indie pipelines.
Licht Rayders (2025) — Indie prototype showcasing modular gameplay systems.
Noothowl Vault (2023) — 3D stylized asset portfolio for rapid prototyping.
AWS Cloud Practitioner (2024); Epic Games Developer Certificate (2025).
Interests: Gameplay systems, framework design, Unreal customization, scalable workflows.