

# Jaime Chapinal

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## Info

**Video games programmer.** Since I was a kid, my passion has been video games. And, since I was a teenager, programming too. My dream is to work at a big company making great and funny games. More info about me in my portfolio website: [www.jaimechapinal.com](http://www.jaimechapinal.com)

## Skills

**Programming:** {C++, C#, Javascript, .NET, Python, HTML5/CSS3, OpenGL};  
**Software:** {Visual Studio 2010-2015, Unity3D, OpenSceneGraph, 3dsMax, Photoshop, Eclipse, SVN, Git, Perforce, DD.BB. (Oracle/MySQL/PostgreSQL)};  
**Systems:** {Microsoft, Mac, Linux};

## Professional Experience {

[Company: **Electronic Arts**

Dates: April 2015 - Nowadays

Role: *Associate Software Engineer*

Tasks: Internalization (i18n)

Projects: **Mirror's Edge Catalyst** (i18n and bug fixing: Japanese & Chinese)

**FIFA 16** (i18n and bug fixing: Arabic)

**Star Wars Battlefront** (i18n and bug fixing: Arabic, Japanese & Chinese)

**Need for Speed** (FrostEd improvements and pre-internalization tasks) ]

[Company: **CartoDB**

Dates: October 2014 - April 2015

Role: *Developer*

Tasks: Front-End Engineer. QA. Technical Support]

[Company: **Simfor**

Dates: August 2012 - September 2014

Role: *Programmer*

Tasks: **Simulators:** cranes, cars, buses (Entac), trucks and military vehicles.

C++, OpenSceneGraph (OSG), DirectX and Qt. My main purposes were: **gameplay, tools** and **graphics programming (GLSL)** I set up agile methodology SCRUM and SVN repository]

[Company: **Mediapost**

Dates: August 2010 - September 2011

Role: *Junior programmer*

Tasks: Marketing and logistic web apps. Technologies: ASP.NET, C#, AJAX, Javascript, web services and thermal printers (ZPL and EPL). Prototyping: Android]]

## Education {

2012-2013: **Master in Video Games Development** (Programming)

University Complutense of Madrid

2011-2012: **Master in Software Development** (Human - Computer Interaction)

University of Granada

2010-2011: **Computer Engineering Degree**

University Carlos III of Madrid

2007-2010: **Technical Engineering in Computer Managements**

University Carlos III de Madrid }

## Publications {

"Natural interaction techniques using Kinect" (2012) : Proceedings of the 13th International Conference on Interaccion Persona-Ordenador. Article No.14 ISBN:978-1-4503-1314-8; }

## 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) }