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**Jaime Chapinal**

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E-Mail: [Jaime.Chapinal@gmail.com](mailto:Jaime.Chapinal@gmail.com) ||| Web: [**www.jaimechapinal.com**](http://www.jaimechapinal.com)

Github: @Xatpy ||| Twitter: [@chapi13](http://www.jaimechapinal.com)

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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)

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**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};

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**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*: S**imulators**: 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]}

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**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 }

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**Publications** {

[“Natural interaction techniques using Kinect”](http://dl.acm.org/citation.cfm?id=2379650&dl=ACM&coll=DL)(2012) : Procedings of the 13th International Conference on Interaccion Persona-Ordenador. Article No.14 ISBN:978-1-4503-1314-8; }

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**Indie games** {

Angry Moto(Unity3D), Wedding Gamers (Unity3D), 13Floors (Unity3D), Gloom (C++/Ogre/PhysX,Enet), Golem Hunter (Unity3D), Beat Jamp (Unity3D – Winner MGJ2013), TAF Kinect (KInect API+WPF), Super Enjuto IA\* (XNA) }