
Antonio Jiménez Godínez

Computer Scientist

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ABOUT ME

I am Antonio Jiménez Godínez, a Computer Scientist with a deep passion for programming and problem-solving. My experience spans various domains, including game development and software engineering, allowing me to cultivate a diverse skill set.

In my career:

- I improved a web application at Indra as a Full Stack Developer, working on both front-end (JS, HTML) and back-end (Java, JSP) technologies.
- At Katedral Studios, I developed the mobile game "RIMUD", where I utilized C#, Unity, and AWS for serverless services and metric collection.
- Currently, I'm working at Qaracter as a Business Analyst, where I develop microservices, optimize code, and integrate new functionalities for financial sector systems.

I hold two Master's Degrees—one in Software Engineering and Artificial Intelligence, and another in Video Game Creation—alongside a Bachelor's Degree in Computer Science. I am proficient in multiple programming languages and tools, with a focus on developing efficient, scalable systems.

I am also fluent in English (C2 Proficiency) and bring a strong foundation in algorithm development and system efficiency to my work.

EXPERIENCE

Indra, Málaga - *Full Stack Developer*

APR 2021 - JUN 2021

Improving a pre existing web application:

- Front end with JS and HTML
- Back end with Java and JSP

indra



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- Oracle database

University internship.

Katedral Studios, Málaga - *Game Developer*

MAY 2022 - NOV 2022



Development of a mobile game - RIMUD - and an accompanying website:

- C# for game scripts and internet connection
- Unity for scene creation and GUIs in the game
- AWS Lambda for serverless services to collect game metrics and for downloading resources, coded in Python and Node.js
- React.js for the website
- DynamoDB for storing metrics
- MySQL for storing user data
- Compile using Xcode for iOS

Master's degree internship.

Qaracter - Beyond your Challenge, Málaga - *Business Analyst*

JUL 2023 - CURRENT



Development of a Spring Boot microservice to parse and validate messages from Calypso:

- Microservice developed using Spring Boot and Reactor.
- Connected to TIBCO EMS queues to receive messages.
- Send results to Kafka.
- Integrated with TIBCO BWCE applications for error handling.

Optimization of code developing a Java library for TIBCO BW.

Integration tests of new code in pre existing systems for the financial sector.

Development of new functionalities in microservices for the financial sector.

Development of an automatic email processor for businesses using Camunda and ChatGPT.

EDUCATION

Universidad de Málaga, Málaga - *Master's Degree in Software Engineering and Artificial Intelligence*

OCT 2023 - MAR 2024

Design and Programming module.



UNIVERSIDAD DE MÁLAGA

Universidad de Málaga, Málaga - *Master's Degree in Video Game Creation*

OCT 2021 - JAN 2023

Design and Programming module.



Universidad de Málaga, Málaga - *Bachelor's Degree in Computer Science*

OCT 2017 - FEB 2022

8 courses studied in English. Major: Computing.

Optional courses:

- Critical Software Development.
- Artificial Intelligence for Games.
- Video Games Programming.



UNIVERSIDAD DE MÁLAGA

Cambridge - *C2 Proficiency*

FEB 2023

Grade A.

SCORE: 220/230.



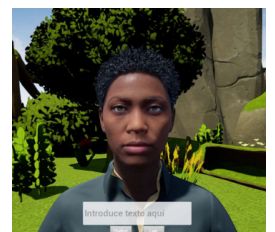
CAMBRIDGE

PROJECTS

Adapting chatbots to Virtual Avatars with MetaHuman. Automatic Animation of a Virtual Avatar in Unreal Engine - *Bachelor's Degree in Computer Science*

Final Year Dissertation, collaborative project with Ignacio Jiménez and supervised by David Bueno.

[See in University Repository.](#)



GameQuiz Showdown - *Master's Degree in Video Game Creation*

End of Master's Degree project. Quiz game developed in Unity for Android.

[See in itch.io.](#)

