

# Jaime Chapinal

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## Professional Experience {

### [Company: King

Dates: January 2018 – Nowadays Role: *C++ Game Programmer*  
Tasks: Gameplay and tools programmer

Projects: **Candy Crush Saga**,

### [Company: Future Lighthouse

Dates: October 2017 – January 2018 Role: *VR Engineer*,  
Tasks: VR programming

Projects: *Melita (Gear VR), In the Cloud: VR Afterlife (PS4)*],

### [Company: Gameloft

Dates: March 2017 – October 2017 Role: *UI Engineer*  
Tasks: UI tasks

Projects: *Asphalt Extreme, Unannounced title*],

### [Company: Electronic Arts

Dates: April 2015 – March 2017 Role: *Software Engineer*

Tasks: Frostbite, Unity3D, Ignite and internal tools. Internationalization, localization and bug fixing for the languages: Arabic, Japanese, Korean, Traditional/Simplified Chinese, Russian

Projects: *Battlefield 1, Plants vs Zombies: Heroes, Mirror's Edge Catalyst, FIFA 17, Mirror's Edge Catalyst, FIFA 16, Star Wars Battlefront, Need for Speed*],

### [Company: Carto

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++, (OSG), DirectX and Qt. *Gameplay, tools and shaders*],

### [Company: Mediapost

Dates: August 2010 – September 2011 Role: *Junior programmer*

Tasks: Marketing and logistic web apps. Technologies: ASP.NET, C#, Javascript, web services and thermal printers.}]

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## Education {

2012-2013: **Master in Video Games Development** (Programming) Univ. Complutense of Madrid  
2011-2012: **Master in Software Development** (Human-Computer Interaction) Univ. of Granada  
2010-2011: **Computer Engineering Degree** – Univ. Carlos III of Madrid,  
2007-2010: **Technical Engineering in Computer Managements** – Univ. Carlos III of Madrid}

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## Publications {

"Natural interaction techniques using Kinect" (2012): *Proced. of the 13th International Conference on Interaccion Persona-Ordenador. ArticleNo.14 ISBN: 978-1-4503-1314-8;*}

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## Skills {

**Programming:** {C++, C#, Javascript, Python, HTML5/CSS3, OpenGL},

**Software:** {Visual Studio 2010-2015, Unity3D, OpenSceneGraph, 3dsMax, Photoshop, Eclipse, SVN, Git, Perforce, Flash, DD.BB. (Oracle/MySQL/PostgreSQL)},

**Systems:** {Microsoft, Mac, Linux} };

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## 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) }