



# Antonio Jiménez Godínez

Software Engineer

📍 Málaga, Andalusia, Spain • 📞 +34 638 235 318 • @ antojim6@gmail.com •  
🌐 <https://anto-jim.dev>

## Profiles

[antojim6](#)

[anto-jim](#)

## Summary

I'm a passionate Computer Scientist with a proven track record in software engineering, game development, and business analysis. My career journey reflects my dedication to creating efficient, scalable, and innovative solutions. Whether developing engaging mobile games, optimizing financial systems, or designing microservices, I strive to deliver impactful results.

## Experience

**Qaracter** 🌐 **July 2023 - Present**  
Business Analyst Málaga, Andalusia, Spain

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.

**Katedral Studios** 🌐 **May 2022 - November 2022**  
Game Developer Málaga, Andalusia, Spain

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

- C# for game scripts and internet connection
- Unity for scene creation an 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.

**Indra** 🌐 **April 2021 - June 2021**  
Full Stack Developer Málaga, Andalusia, Spain

Improving a preexisting web application:

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

University internship.

## Education

**Universidad de Málaga** 🌐 **October 2023 - March 2025**  
Software Engineering and Artificial Intelligence Master's Degree

**Universidad de Málaga** 🌐 **Master's Degree**  
Videogame Creation

Design and Programming module.

**Universidad de Málaga** 🌐 **October 2017 - February 2022**  
Computer Science Bachelor's Degree

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8 courses studied in English.

Major: Computing.

Optional courses:

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

## Projects

**GameQuiz Showdown** 🌐 **Jun 2022 - Jan 2023**  
End of Master's Degree project.

**Personal Website** 🌐 **Dec 2024 - Dec 2024**  
Development and deployment of a personal website.

## Skills

### Java

Advanced



### Spring Framework

Advanced



### Git

Advanced



### Artificial Intelligence

Medium



### Kafka

Medium



### Python

Medium



## Certifications

### C2 Proficiency

Cambridge Assessment English 🌐

February 2023

## Publications

**Adapting chatbots to Virtual Avatars with MetaHuman. Automatic Animation of a Virtual Avatar in Unreal Engine** 🌐

Riuma

February 2022

## Languages

### Spanish

Native



### English

C2 - Score 220

