# IGNACIO CONDE

## Software Engineer

## Profile

I am a dedicated Software Engineer with a diverse skill set.

Known for being proactive, honest, and direct, I excel in decision-making and have a keen attention to detail.
Driven by a desire for excellence, I am commited to continue evolving as a developer.

## Technologies

Linux

C, C++, C#

.NET Core, ASP.NET Core, ASP.NET MVC, ASP.NET Web API, Entity Framework Core

Godot, Unity

Git, GitHub, GitLab

## Contact

Location:

Núñez, Buenos Aires, Argentina

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Website:

www.ignaciomconde.com

in : LinkedIn

: Github

# Experience

### Game Create Repeat – Software Engineer
*September 2021 – March 2022*
- **Gameplay Programming (Unity C#)**: Proficient in implementing and optimizing gameplay mechanics, and player interactions to enhance overall gaming experience.

### Xappia – Software Developer
*June 2019 – July 2021*
- **Salesforce Programming**: Skilled in Apex and Visualforce development, creating tailored solutions to meet diverse business needs on the Salesforce platform.

- **Teamwork**: Collaborative team player with strong communication skills, fostering synergy and achieving collective goals through open dialogue and shared accountability.

# Education

### Universidad de Ciencias Empresariales y Sociales – Systems Engineering
*2017*
Computer architecture, Operating systems, Data modeling, Software processes, Software requirements, Software design, Software construction, Software debugging, Software testing, Software deployment, Software maintenance, Git, Networks and communication protocols.
Languages: C, C++, Java.

### Escuela DaVinci – Game Development
*2014*
Game development, Game design, Graphic design, 3D modeling, Audio recording and editing.
Languages: Actionscript (Adobe Flash), C# (Unity).