

# 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 committed to continue evolving as a developer.

### Contact

Location:

1429, Buenos Aires, Argentina

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### Technologies

Linux

C, C++, C#

Godot, Unity

### Social Media

 : [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. Utilizes coding skills to bring creative visions to life, ensuring engaging and immersive gameplay dynamics.

### Xappia - Software Developer

*June 2019 - August 2020*

- **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 - 2018*

Computer architecture, Operating systems, Software requirements, Software design, Software construction, Software testing, Databases, Networks and communication protocols.

Languages: C, C++, Java.

### Escuela DaVinci - Game Development

*2014 - 2015*

Game development with Unity (C#), Game design, Graphic design, 3D modeling, Audio recording and editing.