Nicolás Felipe Dipierro

DATA
Age: 24.
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SOFTWARES

• Unity. •
Figma. •
Adobe Photoshop. • Adobe
Illustrator. • Fork.

TECHNOLOGIES

• C++: medium. •
C#: high. •
Java: medium. •
JavaScript: high. •
React: medium. •
HTML and CSS: high. •
SQL, SQLite: High. •
GIT: high.

LANGUAGES

• Native Spanish. •
Conversational English.

STUDIES

2011-2017
Balcarce, Buenos Aires.

EEST N°1 "Lucas Kraglievich"
Multimedia Technician.

2018-currently   **Unicen – Faculty of Exactas.**
Tandil, Buenos Aires. *Systems engineering. Advanced student.*

MAIN ACTIVITIES

I consider myself passionate about video games, but currently even more
passionate about their development, not only focused on programming,
an area in which I am a professional, but also in all the disciplines involved in
their creation, design, art, music, plot. That is why I continue day by day learning
more about this entire interesting world that is video game development and as
an idea to turn it into an interactive experience.

EXPERIENCE

• **Development of mobile video games with the Unity engine**
   Autonomous development of video games, art, programming,
   game design, sound, etc. **(2019-present)**

• **Full stack development of web applications**
   Autonomous development of web pages and applications,
   using vanilla **Javascript ,** as well as popular **frameworks** such
   as **React (2021-present)**

• **National Institute of Agricultural Technology (INTA).**
   https://www.argentina.gob.ar/inta
   Communication area (graphic design – photography – video editing).
   (2017-2017, 1 year)

• **Video game developer position at Livemedia https://livemedia.com.ar/**
   Development of games for browser and mobile using **Unity** and **Phaser**
   JavaScript framework . **(2021-2023, 2 years)**

• **Unity Developer position at TUXDI https://tuxdi.com/es/inicio/**
   Development of simulated 3D environments "Digital Twins" with **Unity**
   with the aim of implementing them on the Web.
   (2022-2023, 1 year)

• **Semi-Senior Developer position in Unity at Trick Studio http://www.trickgs.com/** Video
   game development with **Unity. (Sep 2023-Feb 2024, 5 months)**