





IGNACIO PALOS





Physicist / Developer







Personal

	Ignacio Palos Reynoso
	21st November 1993
	Mexican
	English, Spanish, German

Contact

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	06760

Hobbies

		
Games	Draw	Movies
		
Videos	E-learning	Reading

Summary

I'm a fast-learner, unorthodox problem solver, creative thinker physicist and self taught data analysis / videogame developer with experience in synthesis and characterization of nanomaterials, mobile app and diverse frontend/backend web development.

Work

- 2019** **PYTHON COURSE DESIGNER / INSTRUCTOR**
PURPLE COW S.C
Introductory Python course designer
Instructor at the december '19 course
- 2019** **FULL-STACK DEVELOPER / VIDEOGAME**
HEY INTERACTIVE S.A DE C.V, MEXICO CITY
Videogame programming and design using Unity Engine for mobile devices
Mobile app development for Android/ iOS using Flutter / Firebase
- 2018** **FULL-STACK DEVELOPER**
NEOGENESYS S.A DE C.V, MEXICO CITY
Streaming service for an e-learning platform using Kurento/WebRTC
Mobile Apps for Android/ iOS
Backend and MongoDB/ SQL database admin
- 2016** **BOARD GAME DESIGNER / CO-FOUNDER**
AUROROUS GAMES, MEXICO CITY
Board game designer and tester

Education

- 2017** **SECURE AND PRIVATE AI FACEBOOK SCHOLARSHIP**
ONLINE , UDACITY-FACEBOOK
Deep learning with pytorch, Differencial Privacy, Federated learning
- 2018** **MACHINE LEARNING WORKSHOP**
(UNAM-CERN, MEXICO CITY)
Machine/ Deep learning with TensorFlow/Keras
- 2018** **VIDEOGAME DESIGN AND INTERACTIVE ARTS**
NATIONAL ARTS CENTER (CENART, MEXICO CITY)
Statement of accomplishment in ludonarrative elements, audio for interactive media, videogame design and design for serious games
- 2019** **PHYSICS AND MATHEMATICS DEGREE**
ESCUELA SUPERIOR DE FÍSICA Y MATEMÁTICAS (ESFM, IPN)
MEXICO CITY
With a specialization in experimental physics, mainly synthesis and characterization of nanomaterials

Skills

