

ANDRES CONDE

Game Designer



Personal details

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Languages

- Spanish - Native
- English - Professional proficiency

Skills

- Game Design
- Narrative Design
- User Experience
- Teamwork
- Snowdrop Engine

Profile

Passionate **Game Designer** with hands-on experience in the video game industry, specializing in **game mechanics, systems and narrative**.

At **Ubisoft Bucharest**, I contributed to the development of AAA titles such as "Tom Clancy's: The Division 2", collaborating with multidisciplinary teams to create immersive and engaging gameplay experiences using the **Snowdrop Engine**. Highly adaptable to **agile environments**, I work to ensure high-quality game experiences. Strong communication and teamwork skills allow me to work effectively across disciplines, ensuring seamless integration of design elements.

At **Stage Clear Studios**, I highly contributed to the development of **multiplatform titles** such as "Delicious - Emily's Road Trip" or "Ryan's Rescue Squad", ensuring a high-quality game experience for different targets while also reinforcing the Quality Assurance and Development Testing teams to reach the optimal and desired results.

My academic background in **Game Design** is complemented by specialized training in **Interactive Narrative** and **User-Centered Design**, reinforcing my ability to create compelling and player-focused experiences.

Education

ESNE - School of Videogames Design and Development

2012 - 2016

Employment

Game Designer
Ubisoft

2021 - Feb 2025

Game Designer
Stage Clear Studios

2018 - 2021

Shipped Titles

Tom Clancy's: The Division 2

Ryan's Rescue Squad

The Last Kids on Earth and the Staff of Doom

Delicious - Emily's Road trip