

Thomas Alejandro Ortega Silva

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Professional Summary

Aspiring game developer and audio programmer with a background in customer service. Experienced in Unity and Godot, with a focus on audio integration and rhythm-based gameplay. Seeking to leverage strong problem-solving skills and passion for music in game development roles.

Technical Skills

- **Languages:** C#, GDScript, Java, Python, HTML, CSS, Kotlin, PHP, JavaScript
- **Game Engines:** Unity, Godot
- **Audio:** Digital Audio Workstations (Reaper), Audio programming for games
- **Version Control:** Git, GitHub
- **Databases:** Oracle, MySQL, SQL Server, SQLite
- **Other:** GraphQL, OpenGL (basic), WPF, Windows, Linux, UML, JSON, XML
- **Documentation:** MS Office, Photoshop, D2, Star UML

Professional Experience

Internship Trainee ! Turku Game Lab ! Turku, Finland ! 03/2024 - 05/2024

- Contributed to the development of a motion-tracking rhythm game using Unity and C#
- Implemented audio solutions for synchronizing game elements with music
- Developed scripts for audio event triggering and music visualization in Unity
- Assisted team members with programming concepts and problem-solving
- Explored audio programming techniques and signal processing concepts
- Gained experience with Unity's Mirror Networking library

**Web Developer Intern ; MART IN EARTH CONSULTING SL ; Getafe, Spain ;
07/2022 - 07/2022**

- Led a team in developing a CRM for gender equality monitoring
- Implemented version control with Git and set up development environments
- Handled full-stack development including database design and implementation
- Refactored existing codebase and created comprehensive documentation

**Automotive Financing Specialist ; KONECTA BTO SL ; Madrid, Spain ;
06/2023 - 09/2023**

- Assisted in requirement gathering and testing of an internal CRM
- Managed vehicle financing applications and provided customer support
- Contributed to software development initiatives, including prototype CRM testing

**Game Master and Receptionist ; ESCAPEWAY ENTERTAINMENT SL ;
Madrid, Spain ; 04/2017 - 11/2019**

- Coordinated game master team, handled administrative responsibilities, game master
- Managed customer service across multiple channels
- Contributed to the creation of new escape room experiences

Education

**Certificate of Higher Education in Multiplatform Application Development
(EQF Level 5)**

IES PALOMERAS-VALLECAS | MADRID, SPAIN | 09/2022 - 06/2024

- Developing skills in multiplatform application creation, database management, and system configuration
- Focusing on object-oriented programming, web technologies, and mobile app development
- 120 ECTS credit program combining theoretical knowledge with practical application

FCD0112 Programming with Object-Oriented Languages and Relational Databases (*EQF Level 3*)

KI-WORKS | MADRID, SPAIN | 09/2021 - 07/2022

- Developed competencies in configuring computer systems, programming relational databases, and creating software components using object-oriented languages
- 710-hour comprehensive program combining theoretical knowledge with practical application

Key Projects

1. **Motion-Tracking Rhythm Game (Unity):** Developed audio synchronization and visualization features for a team project
2. **GraphQL Client for Unity:** Created a flexible client for complex queries in game development
3. **Rhythm Game Prototype (Godot):** Developed a basic clone of Groove Coaster with multiplayer aspirations
4. **Class projects:** Prototypes for business and data-oriented applications that explore topics such as client-server applications, threading, OOP, data structures, UI design, diverse file formats like XML and JSON.

Languages

- Spanish (Native)
- English (Proficient - C1)

Additional Information

- Successfully completed an international internship, demonstrating adaptability and cross-cultural communication skills
- Actively learning audio programming techniques and exploring game development frameworks
- Passionate about the intersection of music technology and software development
- Experienced in remote collaboration and project management (Gantt diagrams, Kanban)