

# Thomas Ortega

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Madrid, Spain | +34 666124057 | [thomassilva90@gmail.com](mailto:thomassilva90@gmail.com) | Portfolio: [thomasortega.neocities.org](https://thomasortega.neocities.org)  
LinkedIn: <https://www.linkedin.com/in/thomas-ortega-silva-a4b92a5b/>

## Professional Summary

Aspiring game developer and audio programmer with a strong foundation in multiplatform application development. Combining technical skills in programming with a background in customer service to create user-centered solutions. Seeking an entry-level position to leverage my skills in interactive software development, particularly in audio programming for games.

## Technical Skills

- **Languages:** C#, Java, Python, GDScript, Kotlin, PHP
- **Game Engines:** Unity, Godot
- **Audio:** Digital Audio Workstations (Reaper), Audio programming for games
- **Databases:** Oracle, MySQL, SQL Server, SQLite
- **Web Technologies:** RESTful APIs, GraphQL, JSP, Flask, JavaScript, PHP, HTML, CSS, Astro
- **Version Control:** Git, GitHub
- **Other Tools:** UML, JSON, XML, OpenGL (basic), WPF, Java Swing, JPA
- **Software:** MS Office, Adobe Photoshop, Star UML, D2

## Professional Experience

### Game Development Intern | Turku Game Lab, Finland | 03/2024 – 05/2024

- Implemented audio and rhythm functions for a motion-capture game using Unity and C#
- Developed scripts for audio event triggering and music visualization, enhancing gameplay
- Assisted team members with programming concepts and problem-solving
- Implemented multiplayer game prototypes using Unity's Mirror Networking library

### Financing Specialist | Konecta BTO SL, Madrid | 06/2023 – 09/2023

- Participated in requirement gathering and testing of an internal CRM system
- Managed vehicle financing applications and provided customer support
- Gained practical experience in software development processes and user acceptance testing

### Web Developer Intern | Mart in Earth Consulting SL, Madrid | 07/2022

- Led a team of 4 in developing a CRM for gender equality monitoring
- Implemented full-stack solutions and managed version control with Git
- Refactored existing codebase and created comprehensive project documentation - Gained experience in project leadership and Agile development methodologies

### Game Master | Escapeway Entertainment SL, Madrid | 04/2017 - 11/2019

- Coordinated the game master team and handled administrative responsibilities
- Managed customer service across multiple communication channels
- Contributed to the design and implementation of new escape room experiences

## Education

### Higher Education Certificate in Multiplatform Application Development | EQF Level 5 IES Palomeras-Vallecas, Madrid | 09/2022 - 06/2024

- Participated in Erasmus+ program (Turku, **Finland**), focusing on game and audio programming
- Key courses: Data Access, Service and Process Programming, Enterprise Management Systems, UI/UX
- Final Project: Rhythm game prototype implemented in Godot

### Professional Certificate in Object-Oriented Programming and Relational Databases | EQF Level 3 Ki-Works, Madrid | 09/2021 - 07/2022

- 710-hour comprehensive program combining theoretical knowledge with practical application
- Developed competencies in system configuration, database programming, and software component creation

## Projects

#### 1. Motion-Tracking Rhythm Game (Unity)

- Developed audio synchronization and visualization features
- Implemented real-time motion capture integration with gameplay elements

#### 2. GraphQL Client for Unity

- Created a flexible client for handling complex queries in game development
- Integrated with existing game systems to optimize data retrieval and management

#### 3. Rhythm Game Prototype (Godot)

- Developed a basic clone of Groove Coaster with multiplayer aspirations
- Implemented core rhythm game mechanics and audio-visual synchronization

#### 4. Business and Data-Oriented Applications

- Developed various prototypes exploring client-server architecture, multithreading, OOP
- Worked with diverse data formats including 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 advanced 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)

## Extracurricular Activities

- 2024 - July. Participated in the beta test of 'Mind Over Magnet', where I found some bugs and offered feedback as a player with experience in puzzle games.