Tomás Fernández Valdés
Software Developer

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LinkedIn - Github - Portfolio

   I am a Software Developer with C1-Advanced English level. I have experience working with C#, Unity, Javascript, HTML, CSS, React, Express, Node.js, and PostgreSQL, among other fascinating technologies for web and video games development. I have developed several Video Games, Web, and Mobile projects, individually and as a team member, and I always find myself creating, learning, and working on new challenges. I consider myself a proactive person with a positive attitude, fast learning, and excellent cooperative skills.

EXPERIENCE

Game Programmer – Rift Zone: Contact   Nov.24 – Today
Odaclick (Córdoba, Argentina).

- General game programming tasks related to the creation and implementation of Login systems for Android and iOS, NFC Security system, Localization, game modes, HTTP communication with web server and REST API, cloud hosting services, Gameplay, User Interface, QA and Testing, among others. To develop these tasks I used technologies such as Unity, C#, Unity Web Request, Unity Cloud Services, Authentication, Unity Localization, etc. complemented with development and management tools such as Github, Postman, Scrum, among others.
- Video Game: https://boostedreality.myshopify.com/products/rift-zone-contact
- Company Web Site: https://www.odaclick.com/

Game Programmer - Taitiko   Oct.23 - Sep.24
Superbytes (Barcelona, Spain).

- General game programming tasks related to the creation and implementation of NPC's and state machines (FSM) for Artificial Intelligence behaviors, Machine Learning, HTTP communication with web server and REST API, Networking and online multiplayer systems, cloud hosting services, Gameplay, User Interface, QA and Testing, among others. To develop these tasks I used technologies such as Unity, C#, AI Navigation, Machine Learning Agents, Netcode for GameObjects, Unity Web Request, Unity Cloud Services, Raycasting, etc. complemented with development and management tools such as Blender, Postman, Sourcetree, Jira, Bitbucket, GitLab, Scrum, among others.
- Video Game: https://www.taitiko.com/
- Company Web Site: https://www.wearesuperbytes.com/
- Store: https://elixir.games/browse/taitiko

Game Programmer - Apoceus   Jul.23 - Nov.23
Landell Games (Linköping, Sweden).

- General video game programming tasks related to bug fixing, performance and optimization, gameplay, artificial intelligence, UI, documentation, QA and testing, among others. To carry out these tasks I used technologies such as Unity, C#, AI Navigation, Cinemachine, and ProBuilder, complemented with management and development tools such as Plastic SCM, Photon, Linear, Figma, and Scrum methodology.
- Video Game: https://apoceus.com/
- Company Web Site: https://www.landellgames.com/
- Store: https://store.steampowered.com/app/1841690/Apoceus/

Full Stack Web Developer   Mar.23 - Oct.23
Getback (Santiago, Chile).

- Creation and maintenance of web applications using Javascript, Typescript, React, Redux, Node.js, PostgreSQL, Sequelize, HTML, CSS, Express, Vtex, Bitbucket, Scrum, among others.
- Testing and Quality Assurance assistance.
- Company Web: https://getback.tech/

Video Game Sound Designer & Music Composer   Jan.18-Jan.22
Coffee Maker Productions (Córdoba, Argentina).

- Implement audio and music assets within video game engines such as Unity3D, using the Audiokinetic Wwise Middleware and C# programming language.
- Compose dynamic (interactive) music and design sound assets for more than 5 independent video games, using audio softwares such as Cubase, Protools, IzotopeRX, among others.
- Portfolio: https://coffee-maker-productions.webnode.page/

Logistics Manager and Web Analytics (e-commerce)   Jan.17-Jan.19
Grupo Newsport (Córdoba, Argentina).

- Use of Mercadolibre, Flexxus Enterprise, and Magento platforms.
- Sales Processing, Stock control, Billing, Shipment Tracking, Data Analysis, Products Updates, and Customer Service.

COMPETENCIES
- **Tech Skills:** C#, Unity, AiNavigation, UnityWebRequest, Netcode, Javascript, Typescript, HTML, CSS, React, Redux, Tailwind, Bootstrap, Node.js, Sequelize, Express.js, PostgreSQL.
- **Tools:** Scrum, Postman, Visual Studio Code, Git, Github, Plastic SCM, pgAdmin 4, Vercel, Netlify, Railway, Auth0, Stripe, Sweetalert, Sourcetree, Bitbucket, Jira, Linear.
- **Soft Skills:** Analytical Thinking, Perseverance, Proactivity, Responsibility, Problem Solving, Teamwork, Communication, Agile Learning, Curiosity, Autonomy, Cooperation.

EDUCATION
- Full Stack Web Developer - Henry Bootcamp - 2022 (Certification).
- Bachelor's Degree in Music Composition – National University of Córdoba – 2018 (Certification).

COURSES
- Unity Learn – Artificial Intelligence - 2023
- Unity Learn – Unity Junior Programmer – 2023 (Certification).
- Unity Learn – Unity Essentials Pathway – 2023 (Certification).
- OpenBootcamp – Unity and C# - 2023.
- OpenBootcamp – TypeScript – 2023 (Certification).
- Audiokinetic Wwise - 101, 201, 251 and 301 certifications: Wwise Fundamentals, Interactive Music, Performance Optimization & Mobile Considerations, Wwise-Unity Integration – 2020.

LANGUAGES
- English: EF SET Certificate – Level C1 Advanced (Certification)
- English: Graduated from the "English Instruction Program" (2003-2009) - I.I.C.A.N.A. (Institute of Argentine-North American Cultural Exchange)
- Spanish: Native.