

Tomás Fernández Valdés

Software Developer

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SUMMARY

I am a Software Developer with a C1 Advanced English level. I have experience working with C#, Unity, JavaScript, HTML, CSS, React, Express, Node.js, and PostgreSQL, among other exciting technologies for web and video game development. I have developed multiple video game, web, and mobile projects, both individually and as part of a team. I am a proactive person with a positive attitude, a fast learner, and excellent teamwork skills. I am always eager to create, learn, and take on new challenges.

EXPERIENCE

Odaclick

Córdoba, Argentina

Game Programmer – Rift Zone: Contact

Nov.24 - Today

[Company Web Site](#) • [Video Game Web Site](#)

- Developed and implemented core game systems, including login for Android and iOS, NFC security, localization, game modes, HTTP communication with a web server and REST API, cloud hosting services, gameplay mechanics, user interface, and QA/testing, among others.
- Worked with technologies such as Unity, C#, UnityWebRequest, Unity Cloud Services, Authentication, Unity Localization, and complemented development with tools like GitHub, Postman, and Scrum.

SuperBytes

Barcelona, Spain

Game Programmer - Taitiko

Oct.23 - Sep.24

[Company Web Site](#) • [Video Game Web Site](#) • [Store](#)

- Developed and implemented NPC AI behaviors, including finite state machines (FSM) and machine learning techniques.
- Worked on HTTP communication with a web server and REST API, networking and online multiplayer systems, cloud hosting services, gameplay mechanics, user interface, and QA/testing.
- Utilized technologies such as Unity, C#, AI Navigation, Machine Learning Agents, Netcode for GameObjects, UnityWebRequest, Unity Cloud Services, and Raycasting, along with development and management tools like Blender, Postman, Sourcetree, Jira, Bitbucket, GitLab, and Scrum.

Landell Games

Linköping, Sweden

Game Programmer - Apoceus

Jul.23 - Nov.23

[Company Web Site](#) • [Video Game Web Site](#) • [Store](#)

- Worked on bug fixing, performance optimization, gameplay mechanics, artificial intelligence, UI development, documentation, and QA/testing.
- Utilized technologies such as Unity, C#, AI Navigation, Cinemachine, and ProBuilder, along with management and development tools like Plastic SCM, Photon, Linear, Figma, and Scrum methodology.

Getback

Santiago, Chile

Full Stack Web Developer

Mar.23 - Oct.23

[Company](#)

- Developed and maintained web applications using Javascript, Typescript, React, Redux, HTML, CSS, Node.js, Express.js, PostgreSQL, Sequelize, Vtex, WordPress, WooCommerce, and Bitbucket, following Scrum methodologies.
- Assisted in testing and quality assurance processes.

Coffee Maker Productions
Video Game Sound Designer
[Portfolio](#)

Córdoba, Argentina
Jan.18 - Jan.22

- Designed and implemented audio and music assets in video games, programming their behavior using Unity, C#, and Wwise.
- Created interactive music and sound effects for over five independent video games, utilizing audio software such as Cubase, Pro Tools, and iZotope RX, among others.

Grupo Newsport
Logistics Manager and Web Analytics (e-commerce)
[Company Web Site](#)

Córdoba, Argentina
Jan.17 - Jan.19

- Worked with Flexxus Enterprise, Magento, and MercadoLibre platforms.
- Managed sales processing, stock control, billing, shipment tracking, data analysis, product updates, and customer service.

COMPETENCIES

Tech Skills:

JavaScript | TypeScript | HTML | CSS | React | Redux | Tailwind | Bootstrap | Node.js | Sequelize | Express.js | PostgreSQL | C# | Unity | AI Navigation | UnityWebRequest | Netcode

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

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

LANGUAGES

- English: Advanced ([Certification](#))
- Spanish: Native.