

# Tomás Fernández Valdés

## Software Developer

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### SUMMARY

Software Developer with experience in TypeScript, JavaScript, HTML, CSS, React, Express, Node.js, PostgreSQL, Unity, and C#. I have built web, desktop, mobile, and video game projects both independently and in collaborative teams. Proactive, fast learner, and always motivated to take on new challenges and expand my skills.

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### EXPERIENCE

#### **Odaclick / Exomindset**

Córdoba, Argentina

##### **Frontend Developer – Universo Tickets Desktop App**

Jun.25 – Today

[Company Web Site](#) • [Store](#)

- Implementation of UI designs for a desktop application.
- Development of features, components, and screens for direct ticket sales, such as the login system, admin panel, search bars, cards, ticket selection, filters, tables, sales screens, delivery/return screens, and the cash register closing view, among others.
- Use of technologies such as Electron JS, TypeScript, React JS, Material UI, Redux, React-Query, HTML, and CSS.

#### **Odaclick**

Córdoba, Argentina

##### **Game Programmer – Rift Zone: Contact**

Nov.24 – Jun.25

[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.
- Tech stack: 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**  
**Full Stack Web Developer**  
[Company](#)

Santiago, Chile  
Mar.23 - Oct.23

- 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.
- Contributed to QA and testing 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.

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## COMPETENCIES

### Tech Skills:

JavaScript | TypeScript | HTML | CSS | React | Redux | React-Query | Material UI | Electron Js | Tailwind | Bootstrap | Node.js | Sequelize | Express.js | PostgreSQL | C# | Unity | AI Navigation | UnityWebRequest | Netcode | Unity Localization

### 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

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## EDUCATION

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

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## 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.

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## LANGUAGES

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