

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.

EXPERIENCE

Odaclick / Exomindset Frontend Developer – Universo Tickets Desktop App Company Web Site • Store	Córdoba, Argentina Jun.25 – Today
<ul style="list-style-type: none">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 Game Programmer – Rift Zone: Contact Company Web Site • Video Game Web Site	Córdoba, Argentina Nov.24 – Jun.25
<ul style="list-style-type: none">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 Game Programmer - Taitiko Company Web Site • Video Game Web Site • Store	Barcelona, Spain Oct.23 - Sep.24
<ul style="list-style-type: none">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 Game Programmer - Apoceus Company Web Site • Video Game Web Site • Store	Linköping, Sweden Jul.23 - Nov.23
<ul style="list-style-type: none">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
<u>Company</u>	

- 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	Córdoba, Argentina
Video Game Sound Designer	Jan.18 - Jan.22
<u>Portfolio</u>	

- 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	Córdoba, Argentina
Logistics Manager and Web Analytics (e-commerce)	Jan.17 - Jan.19
<u>Company Web Site</u>	

- 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 | 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

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