

# Tomás Fernández Valdés

## Software Developer

[tomasfernandezvaldes@gmail.com](mailto:tomasfernandezvaldes@gmail.com) • +54 93517619943 • [LinkedIn](#) • [Portfolio](#) • Córdoba, Argentina

---

### 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.