

# Ivan Gamez Alvarez

## Full Stack Developer

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[LinkedIn](#) | [Github](#)

### Profile

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I am a bilingual Full Stack Developer, with experience in both front-end and back-end web development. I have led development teams in the video game sector, working with micro-ecommerce companies on the Roblox studio platform. I am passionate about the technological and computer world. I am self-taught and love taking on new challenges that involve new learning.

### Tech Skills

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JavaScript | React.js | Java | Springboot | HTML | CSS | SASS | Bootstrap | Tailwind | Python | Express.js | Node.js | Lua | C# | Git | MySql | Github | Bitbucket | Unity | Scrum | Redux | Axios | Postman | Unreal Engine | Firebase | Figma | Vite

### Soft Skills

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Leadership | Assertive Communication | Active Listening | Creative Problem Solving | Change Management | Stress Management | Technological Curiosity | Commitment | Multitasking | Flexibility

### ACADEMIC PROJECTS

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#### Full Stack Developer | 2gether

Jul 2025 - Sep 2025

I built a social network to connect people with multidisciplinary skills and create a two-way learning space. Its key features include: profile creation with skill lists, a matching algorithm to connect users with complementary interests, and a messaging system.

Technologies: Vite | Js | Spring boot | Java

#### Front End | The Art Store

Apr 2025 - Jun 2025

Creating a fictional art e-commerce site in React that simulates the purchase of famous historical paintings. Technologies: React js | Firebase | React routing

#### Desarrollador | Expression

Jun 2025

Design a Chrome extension that helps users learn English expressions by displaying idioms with definitions, examples, and quizzes in new tabs.

### EXPERIENCE

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#### Project Engineer Lead | Amber Studios

Feb 2023 - May 2024

I led the development of a micro-commerce experience in Roblox Studio, designing shopping systems, character customization systems, and building interactive dynamics using 3D objects and vector functions.

#### Unity Dev Jr. | Hidrogame CEA

Jan 2022 - Jun 2022

I designed multiple games and interactive menus for the State Water Commission. Using C#, I programmed a 2D game with multiple minigames, forms, and controls.

### EDUCATION

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Bootcamp Generation México | Java Fullstack Developer

Jul 2025 - Oct 2025

Universidad Marista de Guadalajara | Bacheloran digital animation and videogames

Jul 2019 - Jul 2023

### CERTIFICATIONS

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React Js | CoderHouse

Jul 2025

Cibersecurity | CoderHouse

Jul 2025

Javascript | CoderHouse

May 2025

Web Development | CoderHouse

Feb 2025

### LANGUAGES

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English B2