



# MAXIM JIMENEZ LAMAS

## Full Stack Developer

### ABOUT ME

Hi, my name is Max, I'm a passionate developer looking always towards the next big challenge, I love making web apps that feel responsive and look amazing, I also work around many other things like game engines, I'm currently working on one on my own using c++, despite not doing it in a professional way, it's one of my hobbies beside listening to music

### EDUCATION

**Bachelor of software development**  
TecMilenio University  
2022-2026

### LANGUAGES

- English | Native
- Spain | Native
- German | Basic
- Polish | Basic

📞 722 443 7729

💻 <https://max-nines.com>

✉️ maxninesDC143C@proton.me

📍 Metepec, EdoMex

### EXPERIENCE

#### Intern at Epic Games

November 2022- August 2023

Epic Games

- I worked With the first versions of unreal engine 5, i worked with level sequences and c++ scripting.

#### Full Stack Developer

October 2024 - present

Vordutec | IDR

- I used Elixir and Java to build backends, for frontend i used Angular JS, ive worked on 4 projects in this company, one of them uses Rocket Basic Language and UniVerse Db, despite not fully mastering it, i was able to accomplish and learn

### FRONTEND SKILLS:

Angular JS  
React JS  
Astro  
LiveView  
Tailwind | CSS

### BACKEND SKILLS:

Phoenix | Elixir  
Django | Python  
Maven | Java  
PostgreSQL | MYSQL

### DEV OPS SKILLS:

Docker  
AWS  
Kubernetes  
CI/CD

### PROGRAMMING LANGUAGES:

C++      LUA  
C#      Python  
Swift      Elixir  
Java      TypeScript  
Java Script