

Albert Bonmassip

FRONT-END DEVELOPER

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PROFILE

I recently became fascinated by web programming and changed careers looking for new opportunities and challenges. I am eager to gain more experience in the field working among other developers. I will offer my full passion and commitment and will be a friendly addition to the team. Previously I worked as a 3D generalist, you can check out my 3D stuff at abonmassip.artstation.com

SKILLS

Programming skills: Javascript, ES6, React, Redux, Node.js, Next.js, CSS, HTML5, SASS, Styled Components, Webpack, Git, PostgreSQL, GraphQL, Responsive web development

Other computer skills: Adobe Photoshop, Blender, 3D Studio Max, Video/Audio editing

Languages: English, Spanish, Catalan, German

WORK EXPERIENCE

- **3D Generalist** *Los Angeles, USA (2019 - 2020)*
Multiwebdia Global Creativity *Zurich, Switzerland (2017 - 2019)*
I created logos, animations and media content for the European Final Four. I was in charge of modeling, texturing, lighting, animating and rendering.
- **3D Generalist** *Zurich, Switzerland (2015 - 2016)*
Soler&Palau
I produced Architectural Visualization renders to show ventilation system installations for domestic, commercial and industrial environments.
- **3D/2D Artist** *Barcelona, Spain (2014 - 2015)*
EXON GROUP
I created 3D environments, game-engine assets and interface elements for arcade machine games. My tasks involved modeling, image editing, texturing and animation.

EDUCATION

Bachelor's Degree in Multimedia Studies

POLYTECHNIC UNIVERSITY OF CATALONIA

Barcelona, Spain (2007 - 2011)