



Albert Bonmassip Bové

Front-End Developer

[+34 610 281 195](tel:+34610281195) | abonmassip@gmail.com | abonmassip.dev | [Github](https://github.com/abonmassip) | [LinkedIn](https://www.linkedin.com/in/abonmassip)

About me

After 9 years abroad in Zurich and Los Angeles, I've returned to Barcelona, ready for new challenges. As a front-end developer, I build dynamic websites with React and Next.js, and create immersive 3D web experiences using Three.js. I also have backend experience, using technologies like Node.js, Express, PostgreSQL, and MongoDB. My [background in computer graphics](#) has given me advanced skills in Adobe Photoshop, Blender and the full 3D pipeline.

Skills

Frontend:

JavaScript (ES6+), HTML, CSS, React, Next.js, Three.js, WebGL, Responsive web development

Backend:

Node.js, Express, PostgreSQL, MongoDB

Version Control:

Git

Computer Graphics:

Adobe Photoshop, Blender, 3D modeling, texturing, lighting, rendering

Languages:

Catalan, Spanish, English, German (beginner)

Work experience

3D Generalist - Freelance

Los Angeles, USA (2021–2023)

- Delivered high-quality architectural renders for multiple LA-based clients, improving project presentations and contributing to successful client pitches. Managed the entire 3D pipeline (modeling, texturing, lighting, rendering), consistently meeting tight deadlines.

3D Generalist - Multiwebdia Global Creativity

Zurich, Switzerland & Los Angeles, USA (2017–2020)

- Created animated logos and media content for high-profile events like the European Final Four, enhancing brand visibility and engaging live audiences.

3D Generalist - Soler & Palau

Zurich, Switzerland (2015–2016)

- Produced architectural visualizations of ventilation systems, enhancing product understanding for potential clients. Managed the complete 3D pipeline from modeling to final render.

3D/2D Artist - EXON GROUP

Barcelona, Spain (2014–2015)

- Developed immersive 3D environments and game assets for arcade games, improving player engagement and visual appeal. Ensured optimized performance by designing low-poly models without compromising quality.

Guitar Teacher - 5Passes

Sabadell, Spain (2012–2014)

- Instructed beginner students in guitar techniques, and organized and led group performances, fostering a supportive learning environment.

Web designer & developer - Vallès School of Architecture (ETSAV)

Sant Cugat, Spain (2010–2011)

- Contributed to website development using HTML/CSS, produced interactive Flash content and marketing materials, and designed event posters and promotional videos.

3D Modeler & animator - UPRA

Barcelona, Spain (2009)

- Created 3D models and animations for various projects, integrated 3D elements into live-action footage, and handled video editing, image editing, and 2D animation.

Education

Bachelor's Degree in Multimedia Studies - Polytechnic University of Catalonia

Barcelona, Spain (2007–2011)

Continuing Studies

- **Node.js, Express, MongoDB Bootcamp** – Udemy (2024)
- **Next.js Course** – Fireship.io (2023)
- **Three.js Journey** – Bruno Simon (2023)
- **Complete React Developer** – Udemy (2020)
- **JavaScript30, Beginner JavaScript, ES6 for Everyone** – Wes Bos (2020)
- **The Complete Web Developer** – Udemy (2020)