**Sara Montagud**

Frontend Developer • Valencia, Spain

sara.montagud.rodriguez@gmail.com • linkedin.com/in/saramonrod • personal-web-six-psi.vercel.app

After finishing my university degree as a videogame developer, I dedicated myself to the 3D sector while I strengthened my knowledge in web programming working with my own clients. Currently I have a year and a half of experience as a frontend developer. In my free time I do programming outreach on the internet. I have formed a great community where we develop open-source projects to keep up to date with the latest technologies and help the spanish-speaking community to improve their programming skills.

WORK EXPERIENCE  
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**Frontend Developer** Sept. 2023 – Current

Genasys **·** *Madrid, Spain*

I am a key member of a dynamic engineering team at a product-focused company that develops software solutions to assist other businesses or public institutions in maintaining their security.

* Contribute to the development of a product, focusing on tasks such as interface design, data communication with the server, and implementation of unit tests.
* Actively participate in the creation of a component library based on antd, serving as a foundation for the consistent development of new features. Responsibilities include programming, documentation, and testing within this library.
* Resolving bugs and implementing new features across our main products.

**Frontend Developer** Aug. 2022 – Aug. 2023

Fiuter **·** *Madrid, Spain*

I took part in the development of two SaaS, as the only dedicated frontend member of the team. In this project, I acquired not only a lot of technical knowledge, but also soft and agile skills.

* Main responsible for designing and developing the visual structure and logical architecture of the front-end of an innovative SaaS, which aims to enhance the intelligent segmentation of e-commerce to increase conversion rates. React, Next.js and Tailwind CSS were used for its development.
* Implementation of an access control and user authentication system in Cognito and Amplify, as well as its deployment in AWS.
* Rebranding of the company's personal brand. Figma design of the new landing page and implementation in Wordpress with Elementor.

**3D Graphics Artist and Frontend Developer** Sept. 2021 – Aug. 2022

Estudio Cactus **·** *Castellon, Spain*

I developed my skills in both 3D and web. I developed projects from scratch where I was able to combine both sectors to create a product that satisfied our clients.

* Figma designs and develops landing pages for our clients. We use React, Next.js and Tailwind CSS technologies.
* Development of a 3D recreation of different international ports, with an interface made in JavaScript, HTML and CSS and Verge 3D as the engine to combine the 3D on the web. The product was also implemented in augmented reality.
* I created 3D computer graphics, which required a wide range of knowledge in color, spatial and interior design techniques, which allowed me to further develop my design skills.

**Web developer** Jan. 2021 – July 2021

Mandarina Webs **·** *Valencia, Spain*

I worked autonomously and managed to acquire outside my usual technological stack, but also in areas important for the company, such as customer relationship management and retail.

* Development of a Wordpress plugin consisting of a solar calculator, which allows the user to know the economic investment needed to build solar panels, considering the land of his home visualized in Leaflet. This project was carried out with JavaScript, HTML, CSS and PHP.
* Design and development of Wordpress websites for our clients. Specifically we used Elementor and Yoast Seo plugins.
* I carried out the design of a professional brand identity for a fashion store.
* Sales of web services as a telemarketer and commercial salesperson.

**3D Graphics Artist** Jan. 2021 – June 2021

Nuxot **·** *Castellón, Spain*

I created CGI images for architectural projects with 3ds Max and VRay 5, and studied physics in 3D environments, including lighting, fluid dynamics and PBR materials. Finally, I post-processed the images in Photoshop.

ACHIEVEMENTS  
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**Interview for The Commit Show** Oct. 2023

I was interviewed for "The Commit Show," a renowned technology podcast in Spain recognized for its contributions to free programming education. Link: https://youtu.be/E6pudh409E8

**Talk for *Hola Mundo Day*** May 2023

My talk *Embracing Failure* was selected at https://holamundo.day. It aims to transform programmers' frustration into an engine to improve in their careers. Link: https://www.youtube.com/watch?v=QIswLNnncLc.

**Interview for *Garaje de Ideas*** April 2023

I had the opportunity to give three interviews on imposter syndrome, creativity and the differences between junior and senior in order to improve the soft skills of the technology community. Link: https://youtu.be/-3IIbfb6yEw

**Talk for *Women in Games*** April 2020

Talk on the Twitch streaming platform to raise awareness about the barriers of being a woman in the technology sector. Supported by video game industry company Women in Games.

EDUCATION  
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**Universitat Jaume I,** Castellon, Spain 2016 - 2021

Video Game Design and Development