CARLOS ÁLVAREZ

FULL STACK DEVELOPER | 3D ARTIST

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WORK EXPERIENCE

Full Stack Developer | Teacher Assistant *01/2024 - Currently*
The Bridge | Digital Talent Accelerator, Seville, Spain
- Lead lectures and workshops on full-stack web development concepts and technologies.
- Provide hands-on assistance to students during coding exercises and projects.
- Conduct code reviews and offer feedback to help students improve their coding skills.
- Collaborate with instructors to create engaging and effective learning experiences.
- Stay updated with the latest trends and best practices in full-stack development to enhance teaching effectiveness.

3D Character Artist *09/2022 - 12/2022*
Mad & Digger, Seville, Spain
- Modeled high-quality character meshes with attention to detail in anatomy, clothing, and accessories, ensuring realism and visual appeal.
- Crafted high-quality textures for characters and props, ensuring visual fidelity and immersion.
- Collaborated closely with the art and design teams to ensure that character designs and assets aligned with the project's creative vision.
- Optimized character models and assets for performance and compatibility with real-time rendering engines.

3D Artist *04/2020 - 07/2020*
Sngular, Seville, Spain
- Designed high quality clothes and assets for an augmented reality project in Unity 3D.
- Intervened in accomplishing tasks within a team with programmers, animators and 3D artists.
- Modeled and textured props for real-time 3D game applications.

EDUCATION

MERN Full Stack Web Developer *05/2023 - 09/2023*
The Bridge | Digital Talent Accelerator, Seville, Spain

Master Degree in 3D Character Modeling for Movies and Video games *10/2020 - 11/2021*
Animum Creativity Advanced School, Malaga, Spain

Higher Technician in 3D Animations, Games and Interactive Environments *10/2018 - 06/2020*
I.E.S. Profesor Tierno Galván, Seville, Spain

SKILLS

- **Programming languages:** JavaScript, TypeScript
- **Frontend:** HTML, CSS, React, Material UI.
- **Backend:** Node.js, Express, MongoDB, MySQL, RESTful APIs.
- **Version Control:** Git, Github.
- **3D Software:** Maya, 3ds Max, Blender, Zbrush, Substance Painter, Photoshop, Marmoset Toolbag, Arnold.
- **Languages:** Spanish (Native), English (B2).