CARLOS ALVAREZ

Full Stack Developer & 3D Artist

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Seville, Spain | **LinkedIn** | **Portfolio** | **Artstation**

FEATURED PROJECTS

MERN Full Stack Single Page Application - Project | GitHub
Developed a secure Single Page Application using the MERN stack. User authentication is handled through token-based validation stored in the browser's localStorage. The sleek and consistent user interface is designed using Material-UI, a React-based library following AGILE principles.
- **Stack: React, Express, MongoDB, Node.js, Material UI, JavaScript, HTML, CSS**

Game in Javascript Vanilla - Project | GitHub
Created a Cuphead-inspired game employing object-oriented programming for structure and DOM manipulation for dynamic gameplay updates. The amalgamation of HTML, CSS, and vanilla JavaScript breathes life into the game's design, mechanics, and interactions, echoing the style of Cuphead.
- **Stack: JavaScript, HTML, CSS**

WORK EXPERIENCE

3D Character Artist (Metaverse Project)   09/2022 - 12/2022
Mad & Digger, Seville, Spain
- Modeled 3D characters with a wide variety of races, ages and body types.
- Designed hard surface objects and clothes.
- Delivered clean and optimized low-poly, high-poly models and efficient UV layouts.

3D Artist Internship   04/2020 - 07/2020
Sngular, Seville, Spain
- Designed high quality clothes and assets for an AR 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

Bootcamp 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

- **Frontend:** JavaScript, 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).
- **Soft Skills:** Problem-Solving, Teamwork, Communication, Adaptability, Time Management, Attention to Detail, Creativity, Project Management, Customer-Centric Thinking, Continuous Learning.