

# CARLOS ÁLVAREZ

## FULL STACK DEVELOPER | 3D ARTIST

Versatile Full Stack Developer and proficient 3D Artist with a passion for creating innovative digital solutions. Skilled in both front-end and back-end development, adept at translating creative visions into visually stunning and interactive experiences.

### FEATURED PROJECTS

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#### 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

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#### 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

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#### 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

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- **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.