

CARLOS ÁLVAREZ JIMÉNEZ

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Full Stack Developer with experience in building scalable, high-performance web applications using JavaScript, TypeScript, React, Node.js, Express, MySQL, and MongoDB. I complement my technical profile with knowledge in Three.js and 3D design, enabling me to develop immersive and engaging digital interfaces. I stand out for my ability to integrate innovative solutions, optimize user experience, and work in agile environments, delivering value through clean, scalable, and results-oriented code.

EXPERIENCE

Full Stack Developer – *Caleida* – Seville | 02/2025 - 05/2025

- Designed and implemented intuitive interfaces using React and TypeScript, optimized for real-time interaction with AI systems.
- Integrated language models (LLMs) into web applications, enhancing user experience and reducing AI–user interaction response times by 20%.
- Developed dynamic communication channels through reusable components and context-aware interactive widgets.
- Authored technical documentation and tutorials, reducing the integration time of new features by other developers by 30%.
- Collaborated in international teams using agile methodologies (Scrum) and Git version control, ensuring scalable and high-quality deliveries.

Full Stack Developer | Assistant Teacher – *The Bridge Digital Talent Accelerator* – Seville | 01/2024 - 01/2025

- Delivered over 100 hours of classes and workshops in JavaScript, React, Node.js, and Express, training more than 30 students in web development.
- Guided final projects integrating MySQL and MongoDB, achieving a 95% on-time successful delivery rate.
- Provided personalized support in debugging and REST API design, ensuring adherence to agile methodologies and Git/GitHub workflows.
- Assisted students in programming, debugging, and project development, promoting best coding practices, maintainability, and scalability, reducing critical errors by 25%.

3D Designer – *Mad & Digger* – Seville | 09/2022 - 12/2022

- Modeled and textured 3D characters optimized for real-time rendering, reducing resource consumption by 20%.
- Collaborated with art teams to ensure consistency with the project's creative direction.
- Integrated assets into game engines, optimizing gameplay in interactive environments.

EDUCATION

- **MERN Full Stack Web Development** – *The Bridge Digital Talent Accelerator* – Seville, | 2023
- **Master in 3D Character Modeling** – *Animum Creativity Advanced School* – Malaga | 2021
- **Higher Technician in 3D Animation, Video Games, and Interactive Environments** – *I.E.S. Profesor Tierno Galván* – Seville | 2020

SKILLS

- **Programming Languages:** JavaScript, TypeScript
- **Frontend:** React, Redux, HTML, CSS, Material UI, Chakra UI
- **Backend:** Node.js, Express, REST APIs, JWT Authentication
- **Databases:** MySQL, MongoDB
- **Other Skills:** Three.js, Web3, Agile (Scrum/Kanban)
- **Languages:** Spanish, English