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# CARLOS ÁLVAREZ

**FULL STACK DEVELOPER | 3D ARTIST**

## 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

**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

- **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).