CARLOS ÁLVAREZ JIMÉNEZ

FULL STACK DEVELOPER | 3D ARTIST

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Full Stack Developer with a solid foundation in both frontend and backend technologies, combined with expertise in 3D design integration. Skilled in building robust, high-performance web applications using JavaScript, TypeScript, React, Node.js, and databases like MySQL and MongoDB. Experienced in enhancing user interfaces with 3D elements through Three.js to create interactive, engaging digital solutions.

WORK EXPERIENCE

Full Stack Developer *02/2025 - 05/2025*
Caleida, Seville, Spain
- Designed and implemented user-friendly interfaces optimized for seamless interaction with AI systems, integrating Large Language Models (LLMs) in real-time.
- Developed AI-driven communication channels and dynamic widgets, combining frontend logic with context-aware AI-generated content to enhance user experience.
- Created comprehensive technical documentation and tutorials, streamlining integration and usage of AI systems for development teams.
- Collaborated with international teams, applying agile methodologies and version control standards to deliver scalable AI-based solutions.

Full Stack Developer | Teacher Assistant *01/2024 - 01/2025*
The Bridge | Digital Talent Accelerator, Seville, Spain
- Delivered lectures and workshops on full-stack web development, focusing on React, Node.js, Express, and industry best practices.
- Assisted students in coding, debugging, and project development, ensuring adherence to Agile methodologies, Git workflows, and responsive design.
- Conducted code reviews to improve code quality, maintainability, and integrate advanced topics such as API development and Web3 technologies.

3D Character Artist *09/2022 - 12/2022*
Mad & Digger, Seville, Spain
- Modeled and textured high-quality 3D character assets for real-time rendering.
- Worked with art teams to ensure alignment with creative vision.
- Optimized assets for performance in gaming and interactive environments.

EDUCATION

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

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

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

SKILLS

- **Professional Strengths:** Problem-solving, Communication, Team collaboration, Adaptability, Critical thinking, Time management.
- **Technologies:** JavaScript, TypeScript, React, Redux, HTML, CSS, Node.js, Express, MySQL, MongoDB, Chakra UI, Material UI, Three.js
- **Languages:** Spanish, English