# CARLOS LÓPEZ-OCHOA ALEDO

#### FRONTEND DEVELOPER

www.lopezochoa.com



linktr.ee/clopezochoa



### **Experience**

Early 2024 – Today UIUX + Frontend Developer

Madrid

INERCYA

Mid 2018 – Late 2021

**Technical Artist** 

Granada

fourminds

Early 2022 - Late 2023

Fullstack Developer

Madrid

Mid 2016 - Mid 2017

**Graphic Designer** 

Roma

**Foreworth** 

35108

## Education

Frontend Developer IBM	2024	<b>3D Character design and animation Videomapping</b> Escuela Arte Granada	2018 2017
PCAP Python Cisco	2022	<b>HNC Graphic Design and Printed Media</b> IES Islas Filipinas (Madrid)	2016
VFX Master's Degree Universal Arts School	2021	·	

### **Skills**

Frontend	Backend	Developer	UIUX	3D
<ul> <li>Angular</li> </ul>	• .NET	<ul> <li>TypeScript</li> </ul>	• Figma	<ul> <li>BabylonJS</li> </ul>
• React	<ul> <li>NodeJS</li> </ul>	<ul> <li>Javascript</li> </ul>	<ul> <li>Photoshop</li> </ul>	<ul> <li>ThreeJS</li> </ul>
<ul> <li>NextJS</li> </ul>	<ul> <li>MongoDB</li> </ul>	<ul> <li>Python</li> </ul>	<ul> <li>Lightroom</li> </ul>	<ul> <li>SideFX Houdini</li> </ul>
<ul> <li>PrimeNG</li> </ul>	<ul> <li>MySQL</li> </ul>	• C#	<ul> <li>InDesign</li> </ul>	<ul> <li>Foundry Nuke</li> </ul>
<ul> <li>Bootstrap</li> </ul>	• AWS	<ul> <li>Visual Studio 2022</li> </ul>	<ul> <li>Illustrator</li> </ul>	<ul> <li>Unreal Engine</li> </ul>
<ul> <li>Tailwind</li> </ul>	<ul> <li>VEX Scripting</li> </ul>	<ul> <li>Visual Studio Code</li> </ul>	<ul> <li>After Effects</li> </ul>	<ul> <li>Godot</li> </ul>
<ul> <li>DaisyUI</li> </ul>	• Git CLI			