Iker Domínguez Calcerrada

 $\textit{Junior Full Stack Developer} \mid \textit{React} \cdot \textit{Node.js} \cdot \textit{TypeScript} \cdot \textit{Supabase} \cdot \textit{MongoDB}$

Madrid, Spain · <u>Iker Domínguez Calcerrada | LinkedIn</u> · <u>Portfolio</u> · +34 640 61 43 71 · ikerdc2005@gmail.com

Junior Full Stack Developer, graduated in Web Application Development (DAW) and currently studying the 2nd year of Multiplatform Application Development (DAM). Skilled in backend, frontend, and databases, with expertise in modern environments such as React, Node.js, TypeScript, Supabase, and MongoDB.

Passionate about process optimization and the creation of efficient digital solutions, I have worked on projects ranging from warehouse management platforms to modern web applications and video games.

I recently completed my internship at **Grupo Oro**, contributing to internal software development and real client projects. I am currently working on personal projects such as **ThreeLogics** (a full-stack warehouse management platform) and **Monkey's Paradise**, an arcade video game published on **Google Play**.

PROFESSIONAL EXPERIENCE

Grupo OroIntern Developer

March 2025–June 2025

- Development and maintenance of internal applications using Node.js and MySQL.
- Team collaboration applying Agile methodologies (**Scrum**).
- Creation of a custom employee registration plugin and websites for real clients.

ThreeLogics(Final Degree Project)

Madrid, Spain

Creator and Developer

January 2025-Present

- Designed and implemented a platform for **optimizing logistics processes in warehouses**..
- Used React (frontend), Node.js with Express (backend), and Supabase (database).
- Developed features such as product management, order tracking, and real-time notifications.

Monkey's Paradise - SimioSoft

Madrid, Spain

Developer and Game Designer (personal project)

December 2024–Present

- Full development of a 2D arcade game with multiple levels, physics, enemy AI, and progressive mechanics.
- Implemented polished animations, visual effects, and optimized mobile controls.
- Officially released on **Google Play**, with early version on **Itch.io**.
- Managed closed testing, performance optimization, and launch marketing process.

DevTool Express Madrid, Spain

Developer & Tool Designer (personal project)

March 2025-Present

• Designed and fully developed an all-in-one web productivity platform for developers, integrating tools such as README.md and .gitignore generators, JSON⇔CSV converter, HTML/CSS/JS minifier, Git command assistant, snippet editor, Prettier config generator, CSS unit converter, and JWT decoder.

- Built a responsive and intuitive interface using **React (Vite)** and **Tailwind CSS**, with **LocalStorage** for user configuration persistence and deployed via **Vercel**.
- Implemented key features such as real-time previews, smooth navigation, and performance-optimized loading for a fast browser experience.
- Used reusable components, local state preservation, and deferred loading techniques to enhance performance and usability.

EDUCATION

CFPS Medac

Web Application Developer (titled)

Fuenlabrada, Spain 2023-2025

CFPS Medac

Coss-platform Developer

Fuenlabrada, Spain 2025-2026

TECHNICAL SKILLS

- Languages & Frameworks: JavaScript, TypeScript, React, Next.js, Node.js, Express, Tailwind CSS, Bootstrap, SASS, GSAP, PHP, Java
- **Databases:** Supabase, MySQL, MongoDB
- Tools & Methodologies: Git, GitHub, Docker, Vercel, Agile/Scrum, XAMPP, Postman, Figma, Jest
- Others: Astro, WordPress, Elementor, JQuery, Ajax, ApiRest

LANGUAGES

- Spanish (Native)
- English (C1)

Available for contact and new opportunities.