

# Eduardo Alcivar

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Junior Frontend Developer | 3D/VR Developer

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## Summary

Junior frontend developer with a strong foundation in React, Next.js, JavaScript, and Tailwind CSS. Experienced in building interactive web apps and unique VR projects, including a VR crime scene simulator demo for Meta Quest 3. Quick learner with cross-disciplinary experience in Unity (C#) and Python, able to adapt to new technologies and deliver functional, user-focused solutions. Currently expanding skills towards full-stack development with Node.js and TypeScript.

## Technical Skills

Frontend:	React, Next.js, JavaScript (ES6+), Tailwind CSS, HTML5, CSS3
Tools & Workflow:	Git, GitHub, Vite
Other Experience:	Python (scripting, small projects), C# (Unity – VR development)

## Projects (can be found in my GitHub profile)

### Intro Section with Dropdown Navigation – HTML/CSS

Created a responsive landing page with dropdown navigation. Practiced UI design and responsive layout techniques.

### Social Media Dashboard – React, Tailwind CSS, Vite

Built an interactive dashboard with light/dark mode toggle and responsive design. Focused on component reusability, layout flexibility, and clean UI styling.

### Notifications Page – HTML/CSS

Created a responsive notifications page to demonstrate clean HTML/CSS design. Practiced layout, typography, and color themes.

### Tic-Tac-Toe Game – React

Developed a classic Tic-Tac-Toe game using React components and state management. Focused on interactive game logic and responsive UI.

### DnD Dice Roller – JavaScript/HTML/CSS

Built a multi-dice roller for tabletop gaming using JavaScript, HTML, and CSS. Enhanced skills in DOM manipulation and event handling.