

# Eduardo Rojas

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## SUMMARY

Creative MERN Web Developer with a strong foundation in creative design, boasting over 4 years of experience as a 3D artist. Recognized for delivering imaginative digital solutions within collaborative settings while navigating strict deadlines. My Expertise lies in Javascript, HTML, CSS, and React. My commitment to continuous learning drives me to tackle intricate challenges with enthusiasm. Bringing a creative mindset, I am dedicated to pioneering innovative solutions using the latest web technologies.

## SKILLS

- **Languages:** HTML, CSS, JavaScript
- **Frameworks:** Node.js, Express.JS
- **Libraries:** React
- **Databases:** MongoDB
- **Authorization:** Passport.JS, Bcrypt
- **Testing:** Mocha
- **CI/CD:** GIT

## In a developer role at your company I will...

- Collaborate on web development projects.
- Implement frontend designs using HTML, CSS, and React.
- Develop backend functionality with Node.js and MongoDB.
- Embrace continuous learning for growth.
- Design flexible APIs for seamless communication.
- Diligently prioritize multiple projects to ensure timely results.
- Demonstrate adaptability and continuous learning.

## EXPERIENCE

### Forge FX Simulations - 3D Artist

Remote Jan 2023 - Present

- Turned existing designs into detailed 3D models, utilizing Maya for 3D modeling. Substance Painter for texturing to enhance visual appeal.
- Ability to optimize models for real-time applications, including game engines and virtual reality environments.
- Strong communication and collaboration skills, able to work effectively within a team and with clients to achieve project's goals.
- Collaborated closely with software engineers to integrate 3D assets into real-time environments, ensuring seamless functionality.

### Studio Zubio - 3D Artist

Draper, UT Apr 2022 - Aug 2022

- Adaptively modeled different styles of art based on client needs, demonstrating versatility and flexibility in artistic expression.
- Created and textured environments and props for a variety of projects, including notable collaborations with Google and Snapchat.
- Collaborated closely with designers to produce visually appealing, organic, and hard surface models that seamlessly integrate into the overall artistic vision.
- Participated in meetings and feedback sessions to iterate on designs and deliver customized solutions.

### Zygote Media Group, Inc. - 3D Artist

American Fork, UT Jun 2020 - Jan 2022

- Modeled complex human anatomy including muscles, ligaments, and vessels.
- Utilized 3D scan data and medical atlases to ensure anatomical accuracy within models and textures, meeting quality standards.
- Conducted retopology on high poly meshes to optimize performance and enhance visual quality.
- Created intricate rigs and animations tailored for Unity simulations environments.

## PROJECTS

### Opt or Not ([optornot.onrender.com/](https://optornot.onrender.com/))

Using React.js and Javascript enjoy a "Would You Rather" activity, seeing others' choices, and exploring themed categories within the questions.

- Created a responsive frontend with React.js, HTML, and CSS, utilizing React Router and the Context API for optimal user experience.
- Enhanced authentication and security using JW, and bcrypt in the Node.js backend.
- Developed API endpoints with Express.js, Node.js, and MongoDB for seamless data.

## **My Portfolio** ([erojas12.netlify.app/](http://erojas12.netlify.app/))

This React project includes navigation, project, contact form, and developer introduction. It aims to present my portfolio in an accessible and engaging manner.

- Utilized Spline, a 3D web graphics library, to create an engaging visual experience on the homepage, enhancing the website's aesthetic appeal.
- Designed and developed a responsive portfolio website using React.js.
- Integrated interactive components such as navigation bar and projects to provide users with easy access to various sections of the website.

## **EDUCATION**

### **V School Coding Bootcamp**

Learned industry best practices and practical software development standards with a focus on HTML5, CSS3, JavaScript, Node.JS, React, REST APIs, and MongoDB. Created and deployed mobile-first applications while learning new languages and frameworks by collaborating every week with a senior web developer.

### **Savannah College of Art and Design**

Focused on animation techniques and software tools such as Maya, Zbrush, Substance Painter, and Photoshop, specializing in 3D art including modeling and texturing. Engaged in projects and coursework centered around animation and digital art, honing skills in various aspects of 3D modeling and texturing.