

JAVIER PIEDRA

FRONTEND DEVELOPER

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EDUCATION

BACHELOR'S DEGREE IN GEOMATICS AND SURVEYING ENGINEERING

Universidad de Salamanca
2010-2015

COURSES

FULL-STACK DEVELOPER

ConquerBlocks
2024 - Present

REACT & TYPESCRIPT COURSE

Web Simplified
2025 - Present

DIGITAL MARKETING

The Power MBA
2023

HIGH-FIDELITY PROTOTYPES AND DESIGNS IN FIGMA

Coursera - Google
2022

LANGUAGES

Spanish native
English intermediate / B2

MORE INFO

Internship Agreement
Immediate and flexible availability
Hybrid, On-site, and Remote
Driver's license and own vehicle

ABOUT ME

I'm currently training to become a front-end developer, combining self-taught learning with constant hands-on practice. I love building functional and visually appealing interfaces using HTML, CSS, JavaScript, among other tools.

My passion for technology was born from a desire to solve problems and create useful solutions. Although I come from a completely different background, I'm now fully focused on developing my career in the IT world. I've been learning on my own, following tutorials, building projects, facing and solving errors, and truly understanding how different technologies work.

I'm looking for my first opportunity in the industry to continue growing, learn from experienced professionals, and contribute with a positive attitude, commitment, and a strong desire to do things well.

EXPERIENCES

WEB DEVELOPER | PORTFOLIO (2024)

<https://jpiedra.com>

HTML5

CSS3

JAVASCRIPT

TAILWIND

ASTRO

- I deployed the site on Netlify, learning how to link a custom domain and manage hosting independently.
- Multilingual site (English/Spanish), CSS animations to enhance user experience, and a bento grid to organize projects.
- I integrated a functional contact form, handling validation and secure data submission.
- Managed a complete project structure using Astro.
- Improved my knowledge in responsive design, accessibility, and frontend best practices.

WEB APP DEVELOPER | MOVIELAND (2025)

<https://jpiedra181.github.io/movieland/>

HTML5

CSS3

JAVASCRIPT

REACT

A Web application developed with React that allows users to search for movies using an external API (such as The Movie Database) and add them to their personal list of favorites.

Its main features include:

- Real-time movie search by name.
- Display of results with details such as title, image, description, and rating.
- Option to add or remove movies from a "Favorites" section, persistent while the session is active.
- Responsive, modern, and intuitive interface.

This project was a great opportunity to strengthen concepts such as API consumption with fetch, state management with useState and useEffect, props, reusable components, and conditional rendering. It also involved organizing logic into components and structuring folders in a React app.

TECNOLOGÍAS

Lenguajes

- HTML
- CSS
- JAVASCRIPT
- TYPESCRIPT

Librerías y Frameworks

- TAILWIND
- REACT

Diseño UI

- FIGMA

FRONTEND DEVELOPER | QUIZ GAME (2025)

<https://jpiedra181.github.io/quiz/>

HTML5

JAVASCRIPT

TAILWIND

JSON

- Interactive quiz game covering different topics.
- Dynamic and very easy-to-understand interface.
- I gained knowledge on how to work with JSON files and how to implement logic for generating random questions.
- The game is fully functional. Once you submit your answers, you can visually see which questions you got right and wrong, as well as your final score.
- One challenge I faced was managing interaction between web pages—understanding how to work with relative and absolute paths is essential.
- This project also helped me strengthen my knowledge about deploying projects on GitHub Pages.

UI DESIGNER | FOODIE APP MOBILE (2024)

<http://bit.ly/3XWkQ75>

FIGMA

- Fully functional prototype
- Includes the implementation of multiple pages to simulate a real application as closely as possible, offering users various options.
- One of the biggest challenges was putting myself in the user's shoes, understanding the difficulties they might face in order to design a more functional and effective user experience.

EXPERIENCE IN OTHER SECTORS

I spent nearly eight years working in factories—a demanding job that taught me discipline, problem-solving, and teamwork. But along the way, I discovered something important: I'm passionate about building things people can see and use.

Working in various industrial environments, on rotating shifts, and alongside many different people helped me improve my ability to adapt to different work settings. Thanks to this need for adaptation, I've gained a much deeper understanding of what it truly means to work as part of a team and the importance of clear communication to achieve shared goals.

Lastly, one of the most valuable skills I've developed over the years is proactivity. Learning not to settle and always going one step further is essential in any field—but especially in programming. It's the key to gaining a deeper understanding of a tool, a project, or any task you're working on.