



Contact



[Portfolio Web](#)



[Email](#)



Madrid, Spain



[Linkedin](#)

Education

Web Development Vocational Education (FP)

CCC 2025 - Present

Front-End Engineer Career Path

Codecademy 2024

React Foundations

Vercel 2024

React for Beginners

Wes Bos 2024

Master of 3D and Videogames

Trazos 2015 / 2016

Double Bachelor Degree of Audiovisual Communication and Administration and Business Management

Rey Juan Carlos University 2010 / 2015

Skills

• Languages:

JavaScript (ES6+), TypeScript, Python

• Frontend Development

React.js, Svelte, Next.js, HTML, CSS, Media Queries, Flexbox, CSS Grid, Vite, Jest

• Backend Development

Express.js, Postgres, SQL, Docker, REST APIs

• Other:

Git, GitHub, Linux, Google Cloud, Testing

• Design:

Blender, Maya, 3ds Max, ZBrush, Substance Painter, Unity, Unreal, Photoshop, Figma

Languages

English: C1

(First Certificate Cambridge)

Japanese: N3

(JLPT N5 Certificate)

Spanish: Native

Miriam Blanco

Full Stack Developer

I'm a full-stack developer with 2 years of hands-on experience. I got started as a self-taught programmer while working in the video game industry doing 3D modeling. That led me to learn JavaScript and dive into full-stack development. I enjoy building applications with a focus on user experience and writing clean, maintainable code. I'm always up for a good challenge and love working on projects that keep me learning and growing.

Experience

Feb 2024 - Present

Self-Employed | Madrid, Spain

Full Stack Developer

- Full-stack development with JavaScript and TypeScript using the following technologies:
 - **Frontend:** React.js, Next.js, Svelte, HTML, CSS, Media Queries, Responsive Design, Jest
 - **Backend:** Express.js, PostgreSQL, Docker, REST APIs
- Built and deployed several personal projects showcased in my portfolio, focusing on responsive design, clean UI, and seamless functionality powered by custom backend services.
- Focused on writing clean, maintainable code and continuously improving by exploring new tools, working on personal projects, and keeping up with modern development practices.
- Comfortable working independently or collaboratively, always eager to learn and take on new challenges.

Jul 2022 - Feb 2024

G.I.A Project | Madrid, Spain (Remote)

3D Environment Artist / Game Developer

- Worked as a 3D artist on a Kickstarter-funded video game project, creating and optimizing assets in Blender and Substance Painter for integration into Unreal Engine. Collaborated remotely with a small dev team, focusing on performance, clean topology, and resource efficiency.
- Got into programming by building custom Blender tools with Python to automate repetitive tasks. This experience introduced me to programming and led me to explore software development more seriously.

Feb 2019 - Jul 2022 | 3D Designer | Outcome Inc. | Tokyo, Japan

May 2018 - Feb 2019 | 3D Artist | Freelance | Tokyo, Japan

Oct 2016 - Oct 2017 | 3D Artist | Gran Angular | Madrid, Spain

Projects

Personal Portfolio Website

Built a fully responsive website using React to showcase personal projects and technical blogs, emphasizing clean design and usability.

Video Games Api

Created a React-based web application that searches for the best video game deals across multiple online platforms and stores.

Quiz App

Developed an interactive quiz app with React, allowing users to answer questions and receive immediate feedback on their responses.

Space News Api

Implemented a React app to fetch and display space-related articles from the Spaceflight News API, keeping users updated on current events in space exploration.

Book Tracker Api

Designed a Next.js application enabling users to track and manage books they've read or want to read, with features for organizing personal reading lists.