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Miriam Blanco

Frontend Developer & 3D Artist

Motivated self-taught frontend developer with a passion for building responsive, user-friendly web applications. Although I'm still early in my journey, I've gained hands-on experience with modern JavaScript frameworks like React and Next.js through personal projects. With a strong willingness to learn and a focus on problem-solving, I'm eager to join a supportive team where I can continue growing and contribute to meaningful frontend development projects.

Work Experience

Frontend Developer   **Self-Employed**   **Feb 2024 – Present**
Madrid, Spain

- Developed and deployed several responsive web applications using modern JavaScript frameworks like React and Next.js.
- Built user-friendly interfaces with HTML, CSS, and JavaScript, focusing on performance optimization and accessibility.
- Created a personal portfolio website showcasing projects (Portfolio).
- Continually enhanced my skills through personal projects and staying updated with the latest web development trends and technologies.

3D Environment Artist /   **G.IA Project**   **Jul 2022 – Feb 2024**
Game Developer   Madrid, Spain (Remote)

- Collaborated with a fully remote distributed team to develop video game assets for a Kickstarter project.
- Used 3D design software (Blender, Substance Painter) and Unreal Engine to create complex environments, demonstrating a high level of attention to detail and creativity.
- Adapted to rapid project changes and tight deadlines.

3D Designer   **Outcome Inc.**   **Feb 2019 – Jul 2022**
Tokyo, Japan

- Designed 3D medical models and animations, requiring precise attention to detail and an ability to communicate complex ideas visually.
- Worked closely with international teams, improving communication and teamwork skills.

3D Artist   **Freelance**   **May 2018 – Feb 2019**
Tokyo, Japan

- Developed a personal 3D portfolio while completing contract work for various clients.
- Collaborated with clients remotely, adapting to different project requirements and tools.
- Simultaneously pursued full-time Japanese language studies at **Akamonkai Language School** in Tokyo, Japan, to support my relocation and work opportunities in Japan.

| **Junior 3D Artist** | **Gran Angular** | **Oct 2016 – Oct 2017** |

Madrid, Spain

- Created 3D assets for documentaries, focusing on storytelling and engaging visuals.
- Collaborated with designers and directors, requiring an understanding of client needs.

Education and Certifications

- **Front-End Engineer Career Path,** Codecademy.   **2024**
- **Learn ReactJS by Building 5 Projects,** Codedamn.   **2024**
- **React Foundations,** Vercel.   **2024**
- **Learn Next.js,** Vercel.   **2024**
- **React for Beginners,** Wes Bos.   **2024**
- **Master of 3D and Videogames,** Trazos School, Madrid, Spain.   **2015 – 2016**
- **Bachelor Degree of Audiovisual Communication,** Rey Juan Carlos University, Madrid, Spain.   **2010 – 2015**
- **Bachelor Degree of Administration and Business Management,**
  Rey Juan Carlos University, Madrid, Spain.   **2010 – 2015**

Technologies and Skills

- **Languages:**   HTML5, CSS3, JavaScript (ES6+), TypeScript
- **Frameworks & Libraries:**   React.js, Next.js, css-modules
- **Tools & Platforms:**   Git, GitHub, Vite, npm, Photoshop
- **Testing:**   Jest, Cypress
- **Responsive Design:**   Media Queries, Flexbox, CSS Grid
- **Version Control:**   Git/GitHub
- **3D Design & Tools:**   Blender, Maya, 3ds Max, ZBrush, Substance Painter, Unity, Unreal

Projects

- **Personal Portfolio Website** – Built a fully responsive website using React to showcase personal projects and technical blogs, emphasizing clean design and usability. [Portfolio]
- **Video Games Api** – Created a React-based web application that searches for the best video game deals across multiple online platforms and stores. [Github]
- **Quiz App** – Developed an interactive quiz app with React, allowing users to answer questions and receive immediate feedback on their responses. [Github]
- **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. [Github]
- **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. [Github]

Languages

- **Spanish:** Native.
- **English:** Fluent. First Certificate (Cambridge).
- **Japanese:** Conversational. JLPT N5 (Certificate).