



Contact



Portfolio Web



Email



Madrid, Spain



Linkedin

Education

Front-End Engineer Career Path

Codemademy 2024

Learn ReactJS by Building 5 Projects

Codedamn 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:

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

• 3D Design & Tools:

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

Languages

English: C1

(First Certificate Cambridge)

Japanese: N3

(JLPT N5 Certificate)

Spanish: Native

Miriam Blanco

Frontend Developer

Motivated frontend developer with hands-on experience in React and Next.js through personal projects, eager to join a supportive team and contribute to impactful frontend projects.

Experience

Feb 2024 - Present

Self-Employed | Madrid, Spain

Frontend Developer

I have hands-on experience designing and deploying responsive web applications using modern JavaScript frameworks like React and Next.js, building dynamic and interactive projects that demonstrate technical skills and attention to detail. Specializing in user-friendly interfaces with HTML, CSS, and JavaScript, I focus on performance optimization and accessibility.

By consistently enhancing my skills through personal projects and staying updated with the latest industry trends, I adapt quickly to new tools and challenges, ensuring effective contributions in a professional setting. I look forward to applying these skills in a collaborative team, delivering impactful projects while continuing to grow. One key achievement is developing my personal portfolio website, showcasing my projects with clean design, responsive layouts, and a focus on usability.

Jul 2022 - Feb 2024

G.IA Poject | Madrid, Spain (Remote)

3D Environment Artist / Game Developer

Collaborated with a remote team to create and optimize 3D video game assets for a Kickstarter project, ensuring seamless integration into Unreal Engine. I used 3D design tools like Blender and Substance Painter, focusing on performance optimization and resource efficiency. Through this experience, I improved my problem-solving and debugging skills, which are applicable to programming and frontend development. Additionally, I gained experience in creating efficient workflows and adapting to project changes and tight deadlines, skills essential for dynamic development environments.

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.