



PABLO NUDEL

WEB & WEB MOBILE DEVELOPER

With a solid background in creative disciplines, project management, and client relations, I chose to pivot my career into web development. Currently interning at LAAS-CNRS, I am now open to new professional opportunities — whether an apprenticeship to further my specialization or a permanent position (CDI) — to contribute my skills to ambitious projects.

CONTACT

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github.com/pablonudel

LANGUAGES

Spanish

French

English

SOFTWARE

Visual Studio Code

Adobe Photoshop

Adobe Illustrator

Adobe AfterEffects

Blender

SKILLS

C

Python

Javascript

ReactJS

ThreeJS

NextJS

NodeJS

ExpressJS

Flask

MongoDB

SQL

Git / GitHub

Docker

Html 5

Css 3 & Sass

Tailwind

Bootstrap

LAST PROJECTS

Vizboard

Platform for creating dashboards based on external database connections. Final project for the Holberton School RNCP 5 (Web and Mobile Developer) certification.

Key project features:

- Authentication and authorization (OAuth and credentials).
- Creation of projects with multiple database connections.
- Database access encryption.
- Schema introspection for dynamic dashboard creation.
- Unified data table for multiple sources with the same structure.
- Widgets for creating data tables, charts, and text blocks.
- Widgets and dashboard layout configurations.
- Private or public dashboards with link generation for sharing.
- Internationalization (French and English).

- **Demo Video :** <https://drive.google.com/file/d/1uk4AOIkcxW9yel5TYPAkxNKGjqwaLLn5/view?usp=sharing>

HBnB Evolution

A basic clone of the popular AirBnB platform, developed with a Flask-based backend and a simple web client, as part of the Holberton School curriculum.

- <https://github.com/pablonudel/holbertonschool-hbnb>

Simple Shell

Basic shell made in C that reproduces some features of a standard UNIX shell.

Project as part of my training at Holberton School.

- https://github.com/pablonudel/holbertonschool-simple_shell

ThreeJS Projects

Projects created for exploring the ThreeJS library

- **EarthShaders** : <https://github.com/pablonudel/EarthShaders>
- **AnimatedGalaxy** : <https://github.com/pablonudel/AnimatedGalaxy>

PROFESSIONAL EXPERIENCE

Fullstack Developer | Internship @ LAAS-CNRS

09/2025 - 02/2026

Web Builder & Design Project Associate | Luxury Presence

03/2022 - 06/2023

Artistic Director, Illustrator, Motion Designer, Graphic Designer | Freelance

04/2007 - 03/2022

Multimedia Department Project Manager | IMC Comunicación

09/2004 - 04/2007

Graphic Designer | GR Group

06/2002 - 03/2004

COURSES

Bachelor in IT Development, 1st year | Holberton School France

10/2024 - 07/2025

Next.js, Motia.dev, PostgresSQL, Docker | Self-taught training

2024 - to date

Three.js Development | www.threejs-journey.com

05/2024 - to date

Full Stack Development | Coderhouse

09/2021 - 11/2022

Graphic Design | University of Buenos Aires

2001 - 2007