

# Jose Gabriel Cerdio Oyarzabal



Front-End Developer | 3D Artist | Three.js & WebXR Specialist

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Front-End Developer and 3D Artist committed to excellence and innovation, specializing in transforming ideas into high-impact digital solutions. Expert in creating interactive interfaces and real-time 3D visualizations using Three.js, WebGL, and WebXR to deliver immersive and high-performance user experiences.

## Front End Developer • Remote [Current]

- **3D Engagement Revolution:** Developed a cutting-edge interactive 3D visualization platform with three.js, transforming complex data into intuitive real-time visualizations.
- **Digital Efficiency Optimization:** Implemented an optimized frontend architecture that reduced loading times by 40% and increased conversion rates by 25%.
- **Advanced UI Development:** Led the development of interfaces for over 40 applications, improving user interaction with Three.js and WebXR technologies.

## 3D Designer • Duke Renders • Remote (2024)

- Modeled and textured an inventory of over 80 photorealistic 3D assets for architectural and product visualization projects, meeting strict quality standards and delivery deadlines.

## Freelance 3D Artist • CGTrader • (01/2022 - 02/2023)

- Built a portfolio of 3D assets that achieved "Top Seller" status in multiple categories, resulting in over 2,000 downloads and attracting commissioned projects from international clients.

## TECHNICAL SKILLS

- **3D Technologies & Graphics:** Three.js, WebXR, WebGL, Unreal Engine, 3D Modeling, Animation, Facial Mocap, Sequencer
- **Front-End Development:** HTML5, CSS3, JavaScript
- **Software & Tools:** JIRA, SQL, PostgreSQL, Supabase

Certifications: AWS Cloud Practitioner

## EDUCATION

- Unreal Epic Bootcamp 2023 • UT-HUB (Completed: 06/2023)

- Bachelor of Architecture • INSTITUTO DE ESTUDIOS SUPERIORES A.C (2016 - 2020)

## LANGUAGES

- Spanish: Native
- English: Proficient