

Albert Bonmassip

FRONT-END DEVELOPER

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PROFILE

I recently became fascinated by web programming and I aspire to change careers and become a web developer. I am eager to gain more experience in the field working among other developers, and look forward to new opportunities and challenges. I will offer my full passion and commitment and will be a friendly addition to the team. Previously I worked as a 3D generalist, you can check out my 3D works at abonmassip.artstation.com

SKILLS

Programming skills: Javascript, ES6, React, Three.js, Redux, Node.js, Next.js, CSS, HTML5, SASS, Styled Components, Webpack, Git, PostgreSQL, GraphQL, Responsive web development

Other computer skills: Adobe Photoshop, Blender, 3D Studio Max, Video/Audio editing

Languages: English, Spanish, Catalan, German

WORK EXPERIENCE

● Freelance 3D Generalist

Los Angeles, USA (2021 - now)

I work for various LA-based clients providing high detail architectural renders. The projects are mainly rental apartments and small businesses. I do all the modeling, texturing, lighting and rendering.

● 3D Generalist

Multimedia Global Creativity

Zurich, Switzerland (2017 - 2019), Los Angeles, USA (2019 - 2020)

I created logos, animations and media content for the European Final Four. I was in charge of modeling, texturing, lighting, animating and rendering.

● 3D Generalist

Soler&Palau

Zurich, Switzerland (2015 - 2016)

I produced Architectural Visualization renders to show ventilation system installations for domestic, commercial and industrial environments.

● 3D/2D Artist

EXON GROUP

Barcelona, Spain (2014 - 2015)

I created 3D environments, game-engine assets and interface elements for arcade machine games. My tasks involved modeling, image editing, texturing and animation.

EDUCATION

Bachelor's Degree in Multimedia Studies

POLYTECHNIC UNIVERSITY OF CATALONIA

Barcelona, Spain (2007 - 2011)