ISMAEL VALENZUELA MAÑAS

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INTRODUCCIÓN.

I'm a spanish programmer born in Andalucía who loves learning and developing constantly. Would you like to know more about me?

ABOUT ME.

EDUCATION.

- Professional training in **Web application development** from the school EIG of Granada.

- I have a degree in **Graphic Design** from the school EIG of Granada.

SOFT SKILLS.

- I have a great capacity of **module** my tasks.

- I **adapt** perfectly in any situation and I can **learn** quickly.

- I can **speak** in front of large numbers of people.

- I am very **creative** in every project I develop.

LANGUAGES.

- English: **Advanced**

- Spanish: **Native**

- French: **Basic**

HARD SKILLS.

- I have a complete control of the **Adobe** package.

- I have advance knowledge of **3D modeling** and a good control of applications like **Blender**.

- I am able to handle **2D drawing** applications such as **Clip Studio Paint**.

- I have some experience in the usage of **Games Engines**.

KNOW ME BETTER.T

I started programming since I was **12**. I started developing games in simple game engine like Roblox Studio or Scratch. My first programming language was **Lua** thanks to Roblox Studio. Programming has always been my **passion** and I have always wanted to dedicate myself to it.

I also like unusual sports like **Fencing**. I have been doing fencing for 3 years and It always help me in cleaning my mind.

STACK.

- Javascript
- HTML5
- CSS3
- Python
- Typescript
- React
- NodeJS
- Php
- Laravel
- NextJS
- TailwindCSS
- GitHub
- Lua