Óscar A. Montiel — 3D/Game/Front-End Developer

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Three.js/WebGL specialist with 7+ years experience crafting **immersive 3D web experiences** with modern frameworks (Astro, Next.js). Expert in developing **performance-optimized visualizations and interactive environments** that drive user engagement and business growth. Skills in **game development** (currently working on a 3D Horror game). Creative problem solver.

Professional Experience:

2020 → 3D Web Development · OTONO/MRMT · Three.js | HTML/CSS/JS

- **Core developer** in the creation of a 3D virtual garden using Three.js for the promotion of musician Jardines' newest album Alquitrán, meant for listeners to get lost in it while searching the sources of music. Recognized in the press: HolaWave, Ibero 90.9.

2020 → 3D Web Development · Outsiders Gallery · Three.js | AWS | HTML/CSS/JS

- Developer and core advisor in the creation of 3D web experiences for Outsiders Gallery's ZeYX Lab using Three.js. Configured AWS and Hubs Cloud for creating customized virtual exhibit spaces. Helped develop the official website of outsiders.gallery.

2020 → 2024 — Application Developer & Infrastructure · P/S/L Group.

- Developed and maintained reusable React components for flagship products (NTK, DocGuide, HABC), leveraging **Redux/Sagas** for backend communication. Designed robust UI elements that enabled **seamless integration across multiple products, reducing development time and improving team efficiency by 50%.** Employed **Jira** ticket system. Recommended the use of **Zeplin** for seamless communication between designers & developers. Developed and maintained **custom React email templates** for newsletters, reaching thousands of clients globally.

2020 → ∞ — Founder and Lead Developer · metaxis.digital

- **Founded and led metaxis.digital**, an open-source platform blending philosophy and futurism, growing it to frequent monthly users & thriving community. **Designed and implemented** the platform using **Gatsby & Google Ads**. **Migrated to Next.js improving site performance and enhancing user experience by 60%.** Integrated the Are.na API for streamlined content updates. Fostered a collaborative environment through an open-source.
- **model, enhancing the platform's growth and engagement.**

2019 → Aug. 2020 — Web—Product Developer · NUUMX

- **Developed and maintained custom websites for clients using Webflow**, delivering tailored solutions to meet specific needs. **Built specialized software with React**, **improving functionality and user experience**. **Streamlined internal workflows** by introducing a new ticket management system, **enhancing collaboration between design and development teams**.

2018 → Jan. 2019 — Game Developer · Information Technology Adviser · Grupo Educare

- Created interactive e-books & games using Game Maker 2 for educational purposes using HTML, CSS, and JavaScript, **improving engagement and learning outcomes**.
- Research of specialized software for educational purposes (which would be included as didactic material inside products).

Technical Skills:

Frontend/3D: React Ecosystem, Three.js/R3F, GLSL, Tailwind CSS, Storybook, Astro, Gatsby, Webflow, Next.js. **Game Development:** Blender, Godot, Blender, Game Maker 2, Unity. **Testing**: Jest, RTL. **Languages**: TypeScript, JavaScript. **Backend & Infrastructure:** Node.js, Go, Github Actions, AWS Services, Netlify, Vercel. **Tools & Methodologies:** Jira, Zeplin, Git/GitHub, Agile Development, AI Assisted Development.

Education: **Bachelor's Degree in Software engineer,** UAQ — **English:** Professional proficiency (TOEFL) — Certifications available on my LinkedIn profile.