Eduard Guerrero Adorna

FULL-STACK SOFTWARE DEVELOPER

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📍 Porto, Portugal

About me

🌐 Dedicated to creating unforgettable travel experiences in the tourism industry.

👀 My curiosity led me to explore a new path in 2020.

🗄 Embarked on a self-taught journey in technology.

🎮 Successfully launched my first Android game by the end of 2021.

🎓 Finished official education in web development to deepen my knowledge.

🚀 Confident I can significantly contribute to web development with my commitment.

Education

CESUR Málaga, Web Application Development   **2023-2025**

Higher Education Certificate in Full-Stack Web Development.

Languages

- **Spanish:** Native Speaker
- **Catalan:** Native Speaker
- **English:** C2
- **Portuguese:** B2
- **German:** A2

Stack

- **Programming Languages:** JavaScript, TypeScript, PHP, Java, HTML5, CSS3 and GDScript.
- **Frameworks:** Angular, React, Express, Symfony, Spring Boot, Tailwind and Godot.
- **Databases:** MySQL, PostgreSQL and SQLite.
- **Tools:** Git, GitHub, Figma, Node, Postman, Docker, Vite, IntelliJ and Visual Studio Code.

Contact

LinkedIn   GitHub

Experience

Full-Stack Web Developer | Internship   **(2025) CodeArts Solutions**

- Managed project workflows using SCRUM.
- Utilised Ubuntu, Docker, Angular, Symfony and PostgreSQL as a stack.
- Provided technical assistance to intern colleagues.
- Managed task distribution and code revision.
- Developed an internal company Invoicing Application, improving operational efficiency.
- Participated in learning conferences focused on Drupal and Cybersecurity.

Full-Stack Web Developer | Final Year Project   **(2025) CESUR Málaga**

- Developed a recipe website, embracing both frontend and backend functionalities.
- Designed the user interface and experience using Figma, ensuring intuitive navigation.
- Created detailed data models and use case diagrams to define the system's architecture and user interactions.
- Built the website with React for the frontend, Express for the backend and MySQL for database management.
- Integrated JSON Web Tokens for secure user authentication and authorisation.
- Applied SCRUM management methodologies.

Game Developer   **(2019 - 2021) Freelance**

- Led the development of an Android platform game, managing the project from concept to deployment.
- Designed initial game assets and subsequently coordinated with a designer to enhance the game's aesthetic.
- Developed the game using the Godot Engine, implementing core functionalities including physics, level design and a settings system.
- Produced original music and sound effects, significantly contributing to the game's immersive audio experience.
- Oversaw the translation of the game into four languages, broadening its potential reach.
- Successfully deployed the finished game to the Google Play Store.