

Camilo Jumelle

Web developer

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[WebPage](#) | [GitHub](#) | [LinkedIn](#)

Front-End Developer with hands-on production experience in React and Next.js, plus full-stack delivery using Node.js and Laravel. Built and shipped a serverless crowdfunding platform that exceeded its funding target, and contributed reusable React components to a live product at Pawify. Comfortable owning a feature end-to-end from component design to deployment and looking to bring that ownership to a product team as a junior developer.

Skills & Languages

- Core: React, Next.js, TypeScript, Node.js, Laravel
- Databases: PostgreSQL, MySQL, MariaDB, SQLite
- Tools: Git, Docker, Vercel/Netlify, REST APIs
- Languages: Spanish, English, Catalan

Experience

Tech Tutor— Kiberone (Oct 2025 - Present)

- Taught programming fundamentals like Roblox Studio, GDevelop, Figma, Basic HTML and more to 60+ students aged 9 across 14 weekly sessions, adapting material in real time to different skill levels.
- Improved class engagement by translating abstract programming concepts into hands-on exercises for beginners.

Front-End Developer — Pawify (Volunteer, Apr - Oct 2025)

- Built reusable React components used across the product, reducing development time for new features.
- Collaborated with a team of around 20 using Git workflows and code review to ship features while maintaining visual and functional consistency across the app.

Full-Stack Developer — The Journey of Lay (Sep 2024 - Mar 2025)

- Designed, built, and deployed a serverless crowdfunding platform (React, Node.js, Laravel) from scratch, taking it from concept to production single-handedly.
- Exceeded the original fundraising target and secured additional funding, contributing directly to the platform's UX, API integration, and deployment pipeline.

Game Developer — InVideogames (Internship, Feb - Jun 2024)

- Developed gameplay mechanics and puzzle systems for a serious game, balancing clinical objectives with player engagement.
- Delivered a fully functional build within a 30-week internship, positively reviewed by mentors and the multidisciplinary team.

Education

CGFS - Web Application Development — Institut Nicolau Copèrnic, Terrassa (2022–2024)

CGFE - Video Games & Virtual Reality — Institut Sabadell, Sabadell (2025–ongoing)

Bootcamps: Advanced Cybersecurity Course — Aprendeia, Barcelona (2025) | Game Development Bootcamp (Unreal + Blender) — InVideogames, Terrassa (2024) | React + Express + Salesforce Bootcamp — Fundación Esplai, Barcelona (2024)