# Alejandro Quintana

**Senior Fullstack Engineer**

Vélez-Málaga, Spain | +34 609 757 396 | contact@alejandroquintana.dev | alejandroquintana.dev
linkedin.com/in/alejandroqp | github.com/QuintaPe

## Professional Profile

Senior fullstack engineer with more than 4 years of experience designing and building high-impact digital products, with a focus on software architecture, scalability, and performance. Driven by solving problems rather than just writing code: a pragmatic approach to choosing technology (picking the right tool for the job, not the trendiest one), a culture of honest *code reviews* and shared ownership, and a proven ability to communicate with both technical and non-technical stakeholders.

## Professional Experience

**Valuat** 2022 – Present
*Fullstack Developer* Málaga, Spain

- Leading frontend development with **React**, focused on component reuse and performance optimization (Core Web Vitals).
- Managing backend logic with **PHP/Laravel** and leveraging **Elasticsearch** for high-performance data queries.
- Ensuring code quality through honest code reviews and automated testing, fostering shared responsibility within the team.

## Featured Projects

**Scoutcamp** 2021 – 2022
*Bachelor's Thesis Project – Fullstack Platform*

- Platform for discovering, booking, and managing scout camps, built with **Angular 18** (role-based modular SPA) and a REST API in **Express 5** on top of **MongoDB**/Mongoose, with **JWT** authentication.
- Designed the data model (camps, lodgings, units, and bookings) and MongoDB aggregation *pipelines* for listings with capacity, ratings, and availability in a single query, avoiding N+1 issues.
- Server-side availability validation to prevent *overbooking*, owner-based authorization over camps, and separate panels for users, managers, and administrators.
- Geolocation (`$geoNear`), reviews, messaging, image uploads to Google Cloud Storage, and internationalization of the UI and emails in 4 languages.
- Case study: alejandroquintana.dev/projects/scoutcamp — Repositories: GitHub (backend) / GitHub (frontend) — Demo: scoutcamp.alejandroquintana.dev

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**The Resistance**
*Personal Project – Real-Time Multiplayer Game*

- Real-time multiplayer adaptation of the board game for 5–12 players, built with **React 19**, **TypeScript**, and **Socket.io**, with an authoritative server in **Node.js**/Express.
- Event-driven architecture (socket handlers, domain services, and a per-round state machine: lobby, team proposal, voting, mission, and reveal).
- Strict separation of public and private state to hide the spies' identities, authoritative server-side validation, and protection against client-side manipulation (anti-cheat).
- Player reconnection via a `sessionId` persisted on the client, with a 5-minute grace period on connection loss, designed for 30–45 minute mobile sessions.
- Case study: alejandroquintana.dev/projects/resistance — Repositories: GitHub (frontend) / GitHub (backend) — Demo: theresistance.alejandroquintana.dev

## Education

**Bachelor's Degree in Computer Engineering** 2017 – 2023
*University of Málaga*

## Technical Skills

### Professional stack

React · Zustand/Redux · TanStack Query · Framer Motion · Angular · TypeScript · Tailwind CSS · Laravel · Eloquent · Inertia.js · Livewire · PHPUnit · PHP · Node.js · Express.js · Socket.io · MySQL · MongoDB · Elasticsearch · Docker · CI/CD · Sentry · Swagger · AWS · Vercel · Git

### Personal stack (side projects)

Astro · VPS self-hosted · Ubuntu · n8n · Turso/SQLite · Cloudflare · Google Cloud · Maps API

## Languages

**Spanish** – Native
**English** – B2 (Aptis certified)

## Additional Information

**Availability:** Remote work
**Driving licence:** B