Alex Navarro

Frontend Developer | Svelte | JavaScript | UI/UX | Tailwind CSS | TypeScript

alexkmf96@gmail.com | La Grande, OR

https://www.linkedin.com/in/navarrodesign/ https://github.com/zenaphobia

Frontend Web Developer with a strong foundation in multimedia and graphic design. I specialize in building intuitive, elegant user interfaces with a keen eye for visual detail and user experience. Passionate about creating seamless digital experiences that are both functional and beautiful.

Technical Skills

- Languages: HTML, CSS, JavaScript, TypeScript, Rust, Python, C#
- Frameworks/Libraries: Svelte, SvelteKit, React, Tailwind CSS, ThreeJS (WebGL)
- Design Tools: Blender, Adobe XD, Photoshop, Illustrator, InDesign
- Developer Tools: Git, GitHub, VS Code, Sentry, Figma

Professional Work Experience

BALANCED Media | Technology | Junior Software Engineer | Dallas, TX | 2023 - Present

- Develop and maintain modern frontend applications using Svelte/SvelteKit, TypeScript/JavaScript, and Tailwind CSS.
- Designed and implemented a chat minimap navigation system inspired by VSCode, allowing users to preview messages and jump to specific conversation points via hover and double-click interactions.
- Designed and implemented a complete file queuing system UI, taking ownership of both UX design and frontend architecture. Features include file upload, move, copy, rename, and delete functionality, with real-time progress indicators and operation-type labeling for queued items.
- Maintained and expanded an internal component library of 49+ reusable components, improving development velocity and UI consistency across applications.
- Collaborate in an agile development environment, consistently meeting tight deadlines and delivering high-quality features for client-facing demos and releases.
- Leverage Git and version control best practices to manage codebase changes and coordinate with cross-functional teams.

Projects

3D Product Configurator (WebGL / ThreeJS / Svelte)

- Built a production-ready, high-performance 3D configurator with dynamic model loading and real-time customization.
- Reduced draw calls by 63% (366 → 138) and asset size by 70% (23.5MB → 5.9MB).
- Achieved 60 FPS on mobile and 144 FPS on desktop.
- Implemented adaptive performance system based on device capabilities (DPR, texture scaling).
- Optimized models using gltfpack and textures using KTX2 compression.
- Designed for real-world usage with optimized asset streaming and modular model loading