





Adrián Morales Torrano


Software Engineer & UI Designer


 adrianmorales.t@proton.me


 [+34 675 45 34 27](tel:+34675453427)

 Archena, Murcia, Spain

 05-07-2002

 adrianmt.com

 [@LunaeSomnia](https://twitter.com/LunaeSomnia)

 [@adrianmoralest](https://www.linkedin.com/in/adrianmoralest)

PROFILE

A Software Engineer graduate specializing in frontend and backend technologies. Skilled in designing and implementing fast, scalable, efficient, and user-friendly software solutions. I leverage my expertise to create seamless user experiences and deliver impactful software products

CORE SKILLS

Rust

Javascript/Typescript

HTML

CSS/SCSS

Svelte

React

Java

C/C++

SQL (Postgres, MySQL, SQLite)

NoSQL (MongoDB)

Git

EXPERIENCE

Web Developer Freelancer

2024 - Present

- Designed and developed responsive websites for local businesses tailored to their branding and customer engagement needs.
- Delivered full-stack solutions using web technologies (mainly Svelte 5), with backend functionality built using Sveltekit and hosted on Vercel.
- Responsibilities included client consultations, UI/UX design, integrating contact forms and booking systems, providing basic SEO optimization, continued maintenance and feature updates post-launch.

Open Source Contributor [Vizia](#)

2022 - 2023

- Contributed 15+ pull requests to the Vizia ecosystem, creating a logo and design system, creating new components and re-styling numerous old components.
- Experimented with Vizia-related projects such as an Audio Sample Browser and a component gallery project.
- Participated in technical discussions, design sessions and iterated designs based on user feedback.

PROJECTS

Rolebrew A compendium explorer, character creator & simulator for Pathfinder 2E

2025 - Present

- My Software Engineering Bachelor's Thesis consists of designing and implementing a Pathfinder 2E tool, a TTRPG role-playing game: compendium explorer, character creator and character sheet simulator.
- Focused on delivering better usability, user experience with a faster and more scalable approach than the competition.
- Created using web technologies (Svelte, Sveltekit), a Rust backend (Actix), REST architecture, auth based in JWT, user validation based in Argon2, MongoDB and Docker.

Personal Website

2025

- A responsive personal website to showcase my professional profile and projects, built with SvelteKit and deployed on Vercel. The site is built for performance, accessibility, a clean design and SEO best practices.

EDUCATION

Software Engineering Bachelor's

2020 - 2025. Universidad de Murcia, Murcia, Spain

- Relevant coursework: Software Architecture, Web Development, Algorithms, Data Structures, Parallel Computing, Networking, Databases, UI/UX.
- Developed academic projects such as: a C subset compiler; bicycle management microservices in Java (Spring), SQL and MongoDB; designed bussiness network with different networking protocols.

INTERESTS

Aviation

Music Composition

Music Production

Music Instruments

Gaming

Sports

LANGUAGES

Spanish - Native

English - Advanced (C1)