

DANIEL DIAZ

FULL STACK DEVELOPER

CONTACT

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PROFILE

I recently completed my Master's in Interactive Media at FH Oberösterreich, where I developed a strong understanding of user-centered design and web technologies. Over the years, I've worked with different technologies in various roles, which has given me a broad skill set and the ability to adapt to new challenges. I'm now looking to bring that experience to a fullstack position where I can contribute to creating functionalities and applications.

SKILLS

- Frontend:** React.js, Next.js, Bootstrap, jQuery, Tailwind
- Backend:** Python - FastAPI, Node.js
- Visual Computing:** Unity, OpenCV, Babylon.js, Three.js.
- Big Data:** Apache Spark, Grafana, Elastic-Kibana,
- Other:** Figma, Docker

EDUCATION

Interactive Media Msc.

FH Oberösterreich

Hagenberg, Austria 2022-2024

- Key Coursework:** Hypermedia UX Eng, AI, Software Design Methods, Info Vizualization, Intelligent Media, Big Data
- Thesis:** Using AI Models for Advertisement Generation: Evaluating the Effects on Visual Perception and Attention

Mechatronics Engineering

Universidad Militar

Bogota, Colombia 2012-2018

- Key Coursework:** Advanced Maths, Robotics, AI, Virtual Reality
- Thesis:** Wildfire prevention through the use of computer vision on UAV

LANGUAGES

Spanish: Native

English: C2

German: A2

WORK EXPERIENCE

Full Stack Developer

FH Oberösterreich - Steyr, Austria

January 2024 - Now

- Integrated multiple apps into a centralized login system, using Amazon Cognito for authentication and managing tokens with Next.js and FastAPI while connecting with an Elixir (Phoenix) application.
- Developed the full UI for the login system, ensuring seamless user experience across different platforms.
- Worked on data processing and visualization, utilizing neural networks (NN) for regression tasks and Tableau for creating visualizations.

Frontend Developer

VREEDA GmbH - Essen, Germany (Remote)

February 2022 - March 2023

- Redesigned a smart light application using React Native, transforming provided Figma designs into functional screens and workflows.
- Developed key features, including bulb connectivity, schedule creation, and notification/message inbox services, enhancing user experience and functionality.
- Collaborated within a small , agile team to deliver a seamless and scalable smart lighting solution.

Software Developer

Servex US - New York, USA (Remote)

September 2018 - June 2021

- Developed smart catalogs for office furniture using C++ OOP for desktop applications, handling client meetings to discuss project feasibility, preparing quotes, and developing the catalog.
- Built a 3D office furniture configurator for the web using Babylon.js/Three.js, managing the project from client discussions to deployment on client servers, collaborating with developers and 3D artists.
- Created a 3D configurator tool from scratch, now a key product offering for the company, taking the desktop app concept and expanded it to web.