Diego García

Full Stack Developer | 24 years old

C# .NET - ASP.NET Core - WPF - Azure - Docker - AWS - Heroku - Web Apps - Desktop Apps - CLI tools - Web API - Chat Bots - SQL Server - Desktop Automation - Browser Automation

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📍 Medellin, Colombia

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EDUCATION

Higher Education
Private University Dr. Rafaél Belloso Chacín (URBE)

09/2020 - 03/2025

Degree
- Computer Engineer

WORK EXPERIENCE

Freelance Developer
Fiverr

03/2021 - 05/2022   *Global - Remote*

Fiverr Freelance Platform

Merits
- Development of various chatbots for an assortment of clients and their respective needs
- C#, and Lua lessons with an average of 5 out of 5 stars score
- Development of a dynamic terrain generation algorithm using Godot and C#

Contact : https://www.fiverr.com/diegog1014

Lead RPA and Software Developer
WarlockCode S.A.S

08/2022 - 06/2023   *Colombia, Medellin - Remote*

Software Development - https://www.linkedin.com/company/warlockcode/

Merits
- The development of a suite of applications to cover a single, concise solution for a wide variety of client needs
- Leading and Management of various projects from start to finish
- Serve as the primary source of information and reference in regards to general programming practices, C# expertise and code design; including REST API design
- Instruction of a junior developer into the company

Contact : Maria Gomez - maria.gomez@warlockcode.com

Backend Software Developer
Genoz

07/2023 - 09/2023   *Argentina - Remote*

Software Development

Merits
- Continuing the development of an Enterprise Resource Planning Web Application
- Actualization, Refactorization and Updating of software, libraries and outdated coding practices
- Accelerated finalization of critical tasks that were behind schedule prior to my arrival

SKILLS

Hardware Maintenance   SQL Server

Web Development   App Development

CLI Utilities Development   ASP.NET

Chat Bots   Embedded Systems

HTTP/S REST   Facial Recognition

Object Oriented Programming

Functional Programming   Scripting

PERSONAL PROJECTS

MagicEngine (06/2022 - 03/2025)
- https://github.com/V-D-Studios/VDStudios.MagicEngine
- Development of an Object Oriented wrapper around the Functional Library SDL - For the management of user input, low-level graphics context and shaders

Critical Conditions Controller for an Aquaponics System (Thesis Project) (01/2024 - 12/2024)
- Development of a controller capable of observing, controlling and actuating over a working aquaponics loop with live fish and plants
- Development of a suite of applications, including a front-end, a back-end, low-level embedded devices capable of observing through sensors and communicating with local and remote servers; able to work together in sync and constant communication

LANGUAGE PROFICIENCY

English - Certified C2
● ● ● ● ●

Spanish - Native
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INTERESTS

Electronics   Embedded Systems

GPU Programming

Low Level Programming