

DIEGO ROJO

FULL STACK SOFTWARE ENGINEER

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 diegorajo.site

 [Diego Rojo](#)

PROFILE

Full-Stack Software Engineer with 3 years of experience building and maintaining responsive web applications using React, Node.js, and PostgreSQL. Experienced in developing data-driven internal tools and user-facing platforms, integrating multiple external services and APIs. Known for shipping features quickly, working autonomously, and adapting efficiently to new technologies and stacks.

TECHNICAL SKILLS

Frontend: React.js, Next.js, TypeScript, JavaScript, CSS, Tailwind CSS, Bootstrap

Backend: Node.js, Express, Python (Flask, Django), REST APIs, CRON jobs

Databases: PostgreSQL, Firebase, Prisma ORM, schema design, data migrations

Tools: Git (CLI), GitHub, Jira, Vercel, Railway

EXPERIENCIA LABORAL

Junior Software Engineer

Mar 2023 - Feb 2025

Tech Stack: React, TypeScript, Node.js, Express, PostgreSQL, Jira API, Microsoft Graph API

- Worked as part of a small cross-functional team developing an internal, data-driven web application used by management to track project and delivery status across the organization.
- Built and maintained dashboards aggregating data from multiple Jira projects, providing visibility into roadmaps, epic status, delays, and delivery risks.
- Developed a weekly live reporting view that compared Jira epic status week-over-week, highlighting changes in timelines and surfacing newly introduced delays.
- Integrated with Microsoft Graph API to create dynamic mailing lists for teams, offices, and organizational units, enabling targeted internal communications.
- Implemented employee analytics views showing headcount changes by office and department, including export functionality for hired and departed employees.

Full Stack Engineer

Mar 2025 - Present

Tech Stack: Python, Flask, Handlebars, JavaScript, CSS, REST APIs

- Sole developer responsible for building and maintaining a web application used to control and monitor agricultural robots performing weeding and scouting operations.
- Developed user-facing features for both internal field operations teams and external users, enabling activity creation, execution tracking, and real-time visibility into robot status.
- Designed and implemented an in-app interface for defining farms and fields, removing the need for manual configuration via external GIS tools (e.g. JOSM).
- Improved mobile responsiveness and addressed existing technical debt, significantly increasing usability for field teams operating primarily on mobile devices.
- Owned feature development end-to-end while collaborating with a senior software engineer for periodic code reviews.

EDUCATION

BSc in Computer Engineering

Sep 2017 - Sep 2022

Universidad de Deusto - *Bilbao, Spain*

Exchange Semester

Aug 2021 - Dec 2021

Creighton University - *Omaha, NE*

LANGUAGES

Spanish - Native

English - Fluent

French - Conversational

PROJECTS

FM Tracker - *Personal Project*

- Full-stack web application for tracking Football Manager careers, seasons, trophies, and challenges, used by ~30 active users.
- Designed and migrated the backend from Firebase to a PostgreSQL database, defining a new relational schema and data models.

Park Hopper - *Personal Project*

- Web platform for theme park tracking and alerts, built around real-time data and user notifications.
- Deployed a full production stack on Railway, including frontend, backend, separate development and production databases, and a Redis instance.
- Implemented alerting and background processing features to support time-sensitive user notifications.