

# DIEGO ROJO

## FULL STACK SOFTWARE ENGINEER

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 [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

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<b>BSc in Computer Engineering</b>	Sep 2017 - Sep 2022
Universidad de Deusto - <i>Bilbao, Spain</i>	
<b>Exchange Semester</b>	Aug 2021 - Dec 2021
Creighton University - <i>Omaha, NE</i>	

## LANGUAGES

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**Spanish** - Native

**English** - Fluent

**French** - Conversational

## PROJECTS

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### **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.