

# Diego García de los Salmones Ajuria

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## PROFESSIONAL SUMMARY

Software Developer with strong experience in **Frontend Development (React, JavaScript/TypeScript, HTML5, and CSS3)**. Skilled in designing responsive, accessible, and high-performance interfaces, integrating **APIs**, and collaborating in **Agile teams** while applying **UI/UX best practices**.

## EDUCATION

### Instituto Tecnológico y de Estudios Superiores de Monterrey (ITESM)

B.S. in Computer Science and Technology, **GPA: 4.0 (96.53)**

Monterrey, NL

Aug 2021 – Jun 2025

- **Relevant Coursework:** Software Development, Web Development, Mobile Application Development, Data Structures, Algorithms, OOP, Databases, UI/UX Principles, Responsive Design, Accessibility (WCAG), AI, Agile/Scrum.

## PROJECTS

### Phone Planet | React, JavaScript, HTML5, Tailwind CSS

Sep 2025 - Oct 2025

- Created a responsive e-commerce web application for a cellphone store featuring 8 brands, 180+ products, and 800+ variants, designed with an attractive and intuitive UI.
- Implemented advanced product filtering, sorting, search and pagination functionalities to enhance user experience and navigation.
- Simulated a complete shopping cart and checkout process, providing a realistic frontend purchase flow.

### Diego's Portfolio | React, JavaScript, HTML5, Tailwind CSS

Aug 2025 - Aug 2025

- Developed a responsive personal portfolio website showcasing software development projects and skills, enhanced with smooth animations and modern UI components.
- Implemented dynamic project showcases with images, brief descriptions, and links to live demos and source code.
- Built key sections including Hero, About Me, Skills, Projects, and a contact form to facilitate professional networking.

### Bazaar Profit Management Dashboard | React, JavaScript, HTML5, CSS3, Django, Postman

Feb 2024 – Jun 2024

- Built a React-based admin dashboard for user management, sales tracking, and reporting for a children's hospital bazaar, handling over 100 sales per day.
- Integrated and consumed RESTful APIs, ensuring accurate and reliable data flow between frontend and backend.
- Developed responsive and accessible UI in React, optimizing user interactions and performance across devices.

### Expoingenierias Web Platform | HTML5, CSS3, JavaScript, Bootstrap, PHP, MySQL

Feb 2023 – May 2023

- Developed a full-stack web platform to manage project registration, evaluation, and administration for a university expo with 200+ participants.
- Implemented role-based access for students, teachers, judges, and administrators, securing workflows.
- Designed a responsive UI with HTML5/CSS3, built interactive components with JavaScript and integrated a MySQL backend for secure data management.

## EXPERIENCE

### Frontend Web Developer Intern

Feb 2024 – Jun 2024

Mente Financiera

- Designed and developed a responsive financial advisory website, applying modern UI/UX best practices and ensuring cross-device accessibility.
- Implemented features such as service catalogs, contact forms, and client testimonials to improve usability and engagement.
- Collaborated closely with stakeholders in weekly review sessions, achieving 100% on-time delivery of milestones.

### Mobile Application Developer Intern

Aug 2023 – Dec 2023

Green Carson

- Developed responsive mobile interfaces (Login, Sign Up, Home, Map, Orders, Profile) for iOS and Android, enabling 1,000+ users to schedule recycling pickups and locate drop-off points.
- Implemented secure authentication with Firebase, reducing login issues and ensuring reliable user access.
- Optimized performance and responsiveness across devices, improving app load speed and overall user experience.

## SKILLS

- **Programming Languages:** JavaScript, TypeScript, Python, C++, C#, Java, Swift, Elixir.
- **Frontend:** React, Vite, HTML5, CSS3, Tailwind CSS, Bootstrap, Material UI, Aceternity UI, Magic UI, Motion, Figma.
- **Backend:** Node.js, Express.js, Django, Firebase, PHP, MySQL, PostgreSQL, SQL, Postman.
- **Others:** Git, GitHub, Jira, Android Studio, Xcode, Unity, Photon, OpenGL, Freeglut, Blender.
- **Languages:** Spanish (Native), English (Advanced).