Diego García de los Salmones Ajuria

+52 2281462719 | diegosalm522@gmail.com | LinkedIn | GitHub | Portfolio

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)   Monterrey, NL
*B.S. in Computer Science and Technology, **GPA: 4.0 (96.53)***   *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, CI/CD, Agile/Scrum.

PROJECTS

Phone Planet | *React, JavaScript, HTML, Tailwind CSS, Magic UI, Motion*   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 front-end purchase flow.

Diego's Portfolio | *React, JavaScript, HTML, Tailwind CSS, Magic UI, Motion*   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 modals and detailed project information displays.
- Built key sections including Hero, About Me, Skills, Projects, and a contact form to facilitate professional networking.

Bazaar Profit Management Dashboard | *React, JavaScript, HTML, CSS, Postman, Figma*   Feb 2024 – Jun 2024
- Built a React-based admin dashboard for user management, sales tracking, and reporting for a children's bazaar.
- Integrated RESTful APIs tested with Postman, ensuring reliable data flow between frontend and backend.
- Developed responsive UI/UX in React based on Figma designs, focusing on user-friendly interactions.

Expoingenierias Web Platform | *HTML, CSS, 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 HTML/CSS, 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++, Java, Swift, C#, SQL, PHP.
- **Frontend:** React, Vite, HTML5, CSS3, Tailwind CSS, Bootstrap, Material UI, Magic UI, Motion.
- **Backend & APIs:** Node.js, Django, Firebase, REST APIs, MySQL, PostgreSQL.
- **Tools:** Git, GitHub, Postman, Figma, Jira.
- **Others:** Xcode, Android Studio, Unity, Photon, Blender, OpenGL.
- **Languages:** Spanish (Native), English (Advanced).