Diego Díaz Morón

INGENIERO INFORMÁTICO

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ABSTRACT

I'm a software engineering from Tenerife. Experienced in web development, game development and UX/UI design. I also have a big experience in event coordination and teamworking. Currently part of Python Spain's Board creating community in the Canary Islands and the rest of Spain.

SKILLS

Web:Game development:Languages:Version control:Design:JavaScript, HTML, CSS,C#, GDScript, Godot,Python, Java.Git.

React. Unity.

EXPERIENCE

Ecovium March 2023 - May 2023

UX/UI designer and web developer trainee

- I analysed HTML and Java code to understand the logic of the screens in a Legacy Code project
- · I designed flowcharts, wireframes and mocks in Figma to understand how users use the screens
- · I implemented new functionalities for web users

EDUCATION

Computer Engineering Grade

2019-2024

Specialisation in Software Engineering.

Universidad de La Laguna.

PROJECTS

Trabajo de Fin de Grado (TFG)

January 2024 - July 2024

Procedural Content Generation in 2D Videogames

- Research on procedural algorithms for generating dungeon maps
- Design a prototype video game that uses the algorithms researched
- Develop the prototype in Godot with mechanics and adding artistic resources typical of a "roguelite"

Pokedex with React

2023

- Use of external APIs to get the information to be displayed
- Using CSS to ensure that the website is "responsive" and adjusts to all types of screens
- Programming the web functions with JavaScript and React
- Implementation of external libraries to add features: infinityscroll and spin effect

VONLUNTEERING

Python España treasurer

April 2024 - Currently

- · I manage the association's bank accounts and money
- Supporting events organisation
- Making decisions for the growth of the community

Coordinator of the Computer Science Students' Congress

2023-2024

- I managed a team of organisers to ensure the success of the event
- I managed communication with sponsoring companies and potential speakers
- Promoted the event at university level, achieving a participation of more than 180 participants in each edition

LANGUAGES

- · Spanish: native
- · English: medium level