# Diego Palmerín

# Product Developer

Merging Design and Engineering to create intuitive innovation.

Mexico, CP: 52998 (55) 7668 0020 dpalme@me.com dpalmer.in

## **Experience**

# **Metabase Q:**

# Product Developer CDMX

SEPTEMBER 2022 - PRESENT DAY

With my experience in UI/UX design, and full-stack development; I work with team members across the company solving both technical and design problems to further enrich the customer experience through our series of products. Making sure to standardize look & feel and upholding best practices across our product offerings.

## UX/Development Engineer CDMX

APRIL 2022 - SEPTEMBER 2022

I worked closely with the technical team designing and developing new deliverables that highlight our team's work and show the value of their analysis. I was also deeply involved in our development team, creating integrations for our changing technology ecosystem, planning for our future infrastructure and engineering needs, and implementing new functionality in a dynamic codebase.

## Web Developer CDMX

JANUARY 2021 - APRIL 2022

I designed and developed full-stack web applications and static sites, doing everything from UI design to backend development and infrastructure deployment. Constantly collaborating with marketing and sales to optimize UX, CX, and SEO.

# GGD Bandas: Intern Tlalnepantla

JUNE 2017 - AUGUST 2017, TLALNEPANTLA JUNE 2015 - AUGUST 2015, TLALNEPANTLA

I helped audit and organize documents of a bankrupt subsidiary. It helped me refine my Office skills and social abilities in a professional setting.

## **Education**

## Tecnológico de Monterrey: B.S. Computer Science

AUGUST 2018 - DECEMBER 2022

#### **Projects**

# Spotify Visualizer: Passion Project, 2021

A full-stack application to better understand WebGL. I had previous experience working with Spotify's API and wanted to make something music-related, so I created this project. I did a <a href="write-up">write-up</a> to explain technical decisions, the development process, and performance enhancements.

# Eerie Space: Student Project, 2020

Mobile game developed with libGDX and released on both the <u>Play Store</u> and <u>App Store</u>. I was in charge of visual and sound design, as well as general Java programming and documentation.

## Skills

#### **Tools & Technologies**

Typescript Python React
MongoDB GoLang SQL
Kubernetes Figma AWS
Adobe CC Power Bi Office

#### Skills

Communication Agile
Documentation DevOps
Cybersecurity

#### **Awards and Certifications**

CCNA. Switching, Routing, and Wireless Essencial - Cisco 2020

CCNA. Cisco Introduction to Networks - Cisco 2020

SCRUM Fundamentals Certified - SCRUMstudy 2019

1st Place AESC Code Challenge 2019

2nd Place AESC Code Challenge 2018

IB High Level English 2018
IB High Level Spanish

2018

## Languages

**Spanish** Native Speaker

English C1

French Beginner

More projects & information

**GIthub** 

<u>Portfolio</u>

LinkedIn