



Gabriel Alfonso Diaz Lopez

Software developer

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SKILLS

JavaScript – React – TypeScript – Next – Python – Django – Java – Spring – PHP

Laravel – C++ – Dart – Flutter – Git – Jira – HTML – CSS – Linux – Microsoft Server

WORK EXPERIENCE

Independent Freelance

Viña del mar, Chile

Web developer

Dec 2020 – Nov 2023

- Develop a modern UI for a restaurant's internal tool using Flutter and Dart.
- Develop REST API in Django and Laravel for business who require cross platform data.
- Build components in React with typescript for a primary school's website.
- Migrated an outdated PHP drive-school website to a modern Next.js website.
- Install OS and Apps in a distributed computer system using Microsoft server.
- Build and implement database from old csv files for a Warehouse.
- Build statics websites for local businesses.

Drive School "Al Volante"

Quillota, Chile

Web developer

Jan 2023 – Nov 2023

- Develop a modern Web Site in Next.js 13.
- Develop REST API in Django.
- Design, normalize, build and implement database in Postgres SQL.
- Deploy the apps in a host service.
- Maintenance the applications.

Candel Medical Company

Santiago, Chile

Web developer

Dec 2023 – Feb 2024

- Development of an application in react-native, to help in electrostimulation therapy for patients with neurological damage.
- Development of a web application in Next.js 14.
- Migrate AWS-Amplify services from V5 to V6.

PERSONAL PROJECTS

Portfolio site

#React #Tailwind #Three

- Create a website using React.js and tailwind CSS.
- Display 3D objects using Three.js React Three Fiver.
- Implement language context for translation English/Spanish.

Minecraft Clone

#React #Tailwind #Three

- Build an interactive 3D game based on Minecraft using React and Three.js, who allows the player to build and destroy with five different blocs.
- Build a component to save the game progress in the local storage of the browser.

Home Calculator

#React #Tailwind #Three #Django #Python

- Build an interactive UI who allows the user to design houses and rooms.
- Build and implement a web scraper in python, to collect data from Hardware Shops.
- Process the design made by the user and display the necessary construction materials to build the project.