

DIEGO INSAURRALDE

Front-End Developer

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SUMMARY

Full Stack Developer with a Front-End focus, specialized in creating intuitive, optimized, and accessible interfaces. Experienced in developing web applications using React, React Native, and Next.js, leveraging JavaScript and TypeScript on the client side, as well as Node.js and PostgreSQL on the server side. Passionate about user experience, web design, and application performance. Recognized for teamwork skills, efficient problem-solving, and quick adaptation to new technologies.

EXPERIENCE

Once Front-End Developer

Once App

04/2024 - 07/2024 Villa Crespo, Comuna 15, C.A.B.A., Argentina

As a Front-End Developer in an e-commerce startup, I have focused on creating and optimizing attractive and functional user interfaces. I have worked on the aesthetic design and development to ensure that the views provide an intuitive and efficient user experience. My responsibilities included implementing designs, leveraging modern technologies, and improving application performance. Additionally, I have contributed my expertise in view design, ensuring visual consistency and smooth navigation. My ability to adapt to new technologies and my design knowledge have allowed me to make a significant contribution to the project's development.

Under Games Salesperson / Customer Service

Under Games

11/2011 - 07/2023 Martín Coronado, Buenos Aires, Argentina

I owned a retail store specializing in video game sales and console and computer repairs for over ten years, taking on various roles. As a salesperson, I focused on delivering exceptional customer experiences and optimizing sales. I provided expert advice, managed inventory, offered technical support for repairs, and maintained strategic relationships with customers and suppliers. My communication skills, passion for technology, and results-driven approach enabled me to achieve goals and adapt to new challenges. Additionally, I kept my technical knowledge up to date to provide efficient IT solutions, prioritizing technological advancements to remain competitive in an ever-evolving industry.

Fuseo Machine Operator

Matricería e Inyección JBF

06/2006 - 01/2007 Villa Maipú, Buenos Aires, Argentina

Work experience in milling, plastic injection, and maintenance tasks.

EDUCATION

Full-Stack Web Developer

Henry Bootcamp

04/2023 - 09/2023

Higher Technician in Sports Journalism

Instituto Superior de Periodismo Deportivo

03/2007 - 12/2009

LANGUAGES

Spanish
Native



English
Proficient



SOCIAL MEDIA

in LinkedIn
djinsaurralde38

Github
Insaurrealde38

Showwcase
Insa

SKILLS

JavaScript	HTML	CSS	TypeScript	React	React Native	Expo	Redux	Tailwind CSS
Bootstrap	Node.js	Express.js	Sequelize	Webpack	PostgreSQL	Git	GitHub	Vercel
Adobe Photoshop	Figma	Adobe Audition						

PROJECTS

Fighting Game

🔗 <https://github.com/Insaurralde38/Fighting-Game>

This app is a 2D 1-vs-1 fighting game built using JavaScript and the HTML canvas. The character frames are taken from 16-bit video games from the '90s, specifically Gravis from *Comix Zone* and Beast from *Shaq Fu*.

Arkanoid

🔗 <https://arkanoid-insa.vercel.app/>

Dive into nostalgia with this modern remake of the classic Arkanoid. This project shatters bricks and memories at the same time. Control a nimble paddle and bounce the ball with surgical precision to stylishly destroy rows of bricks.

Color Flipper

🔗 <https://github.com/Insaurralde38/Color-Flipper>

I developed a Color Flipper in JavaScript that changes the background color of the page with simple clicks. It allows users to switch colors using names, HEX codes, and even songs that mention a color in their title. This dynamic and fun tool adds an interactive touch to the web experience.

Matching Pairs

🔗 <https://github.com/Insaurralde38/Matching-Pairs>

I designed and developed an interactive project using JavaScript, HTML, and CSS—a memory game that challenges mental agility. It incorporates algorithms for card shuffling and game logic management. This initiative allowed me to apply my web development skills, refine my programming logic, and provide users with an engaging interactive experience. Additionally, it served as a fun way to showcase some of the technologies within my skill set.

TS Budget Manager

🔗 <https://github.com/Insaurralde38/TS-Budget-Manager>

TS Budget Manager is an application designed to help users efficiently manage their budgets. It allows users to record income and expenses while clearly and concisely displaying the current balance. The interface is intuitive and easy to use, providing a smooth and productive user experience.

Liliana GameStore – Final Project (Henry)

🔗 <https://github.com/Insaurralde38/PF-Liliana-GameStore>

In this project, the team decided to create an e-commerce platform for computer products. My contributions to this website were focused on the FrontEnd, where I concentrated on the creation and validation of user registration forms, both from the client and administrator perspectives. I also worked on the product detail page, the comments section, and the development of the search bar, ensuring its functionality could integrate seamlessly with the catalog page filters.

PokéAPI – Individual Project (Henry)

🔗 <https://github.com/Insaurralde38/PI-Pokemon>

This app allows users to browse all existing Pokémon from the 1st generation, which can be filtered by name, attack, defense, speed, or type. Additionally, it provides the option to create our own Pokémon, assigning the desired statistics.

Rick and Morty API – Integrative Project (Henry)

🔗 <https://github.com/Insaurralde38/PI-Rick-and-Morty>

This was the first comprehensive project I completed during the Henry bootcamp. I developed it progressively to put into practice the knowledge I was acquiring as I advanced through the course and carried out assigned tasks. This allowed me to apply the knowledge I was gaining.

OTHER PROJECTS...

🔗 <https://github.com/Insaurralde38?tab=repositories>