

# Julian Diaz

## Frontend Software Engineer & Creative Designer

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### Profile

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I am an accomplished Frontend Engineer with a strong background in both web and mobile application development, having led significant projects on B2B and B2C applications. My expertise extends from conceptualization to deployment, with a focus on creating user-centric, efficient solutions. I hold a Master's in Creative Technologies and a Bachelor's in Multimedia Engineering, and I am adept in a diverse array of technical and design tools, showcasing a versatile skill set in the tech industry.

### Experience

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Frontend Engineer | Iomoto | Germany

May 2020 – Present

- **B2C automotive sales app for private consumers.**
  - Used: **Dart** and **Flutter**
  - Utilized user data to simulate electric vehicle scenarios, assessing their fit in terms of cost, charging, and mileage.
  - Developed a virtual electric vehicle for direct comparison with users' fossil-fueled vehicles.
  - Conducted unit testing specifically tailored for **Flutter** development.
  - Created and lead development on the garage feature, that focuses on the simulated electric vehicle, synced with the user commuter habits.
  - Assisted on the development and maintenance of the main app.
  - Crafted visually pleasing components for seamless integration into the main app.
  - Developed and managed the login flow, focusing on user accessibility and security.
  - Managed codebase upkeep and executed project oversight within the **Azure/DevOps** solution.
- **Worked on a B2B truck fueling and fleet managing tool.**
  - Used: **React (JavaScript)**, **HTML**, and **CSS**.
  - Created and managed user authentication functionalities using **Azure AD B2C**.
  - Ensured the functionality and maintenance of a large-scale fleet, totaling over **5000 vehicles**.
  - Spearheaded the conceptualization and design phases, guiding the platform development to its beta stage.
  - Created the app as a white label solution for different businesses and built the **CI/CD** for multiple deployments, from the same main branch.
  - Utilized **Jest** to conduct unit testing, achieving a high **90% coverage** on main platform components.
  - Implemented end-to-end testing procedures using **Cypress**, covering the entirety of the platform.
  - Ensured codebase integrity and ongoing maintenance through **GitLab**.
  - Employed **Jira** and followed an agile methodology for effective project management.

- Embraced mobile development practices and techniques through the acquisition of Flutter proficiency.

#### **Frontend Engineer, Inter | The Key Technology | Germany**

**November 2019 – January 2020**

- Participated in the execution of diverse client-based assignments.
- Worked on the development of an auction house application.
  - Used: **React JavaScript**
- Acquired hands-on experience in backend development.
  - Created **REST** endpoints connected to the auction house project in **Scala**.
  - Established quality assurance with endpoint-specific unit tests.

#### **Multimedia Designer | Virtual Media Network | Colombia**

**August 2017 – December 2017**

- Developed dynamic motion graphics for waiting areas in diverse locations like banks, hospitals, libraries, and city halls throughout Colombia.
- Implemented **ActionScript** for projects demanding the integration of dynamic data into the design.
- Supported HR in recruiting processes for additional multimedia designers.

#### **Multimedia Designer, Intern | Avantel | Colombia**

**August 2016 – January 2017**

- Supported sales efforts in marketing for the sales of the current campaigns.
- Created interactive online infographics using **Adobe Animate**.
- Participated in a national competition assessing how the HR department contributed to cultivating the most exemplary company culture, as portrayed in the infographics.

## **Education**

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#### **M.Sc. Creative Technologies, Leeds Beckett University July 2019**

- Thesis: AR-AI Navigation in Indoor Spaces  
Developed an AR and AI-based navigation system for indoor environments, using natural markers for location tracking. The system guides users through structures with real-time instructions, created using **C#**, **JavaScript**, and the **Unity** game engine.

#### **B.Eng. Multimedia Engineering, Universidad Militar Nueva Granada July 2017**

## **Skills**

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React, Flutter, JavaScript, Dart, JSX HTML, CSS, C#, Git, CI/CD, Figma, Azure Devops, Jira, Illustrator, Photoshop, Adobe After Effects, ActionScript, Notion, Adobe Animate, Unity,

## **Abilities**

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Stakeholder Management, neat coding, Attention to Detail, Creative, Fast learner, Project Management, Problem Solving

## **Languages**

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Spanish – Native

English – Fluent