Julian Diaz

Frontend Software Engineer & Creative Designer

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Profile

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

Founding Engineer and Technical Advisor | Eduenvire | Denmark   **Mar 2024 – Sep 2024**

- Used: **Figma**, **React TS** and **React Native (expo)**
- Led the design of a check-in system allowing students to register attendance while giving teachers real-time insights into device usage, enabling monitoring without restricting access.
- Collaborated with backend engineers to define app architecture and data mapping strategies.
- Developed the frontend to a testable stage for web and mobile applications.
- Implemented CI/CD pipelines for the frontend, ensuring smooth alpha testing phases.

Frontend Engineer | Iomoto | Germany   **May 2020 – Dec 2023**

- **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**.

- o Spearheaded the conceptualization and design phases, guiding the platform development to its beta stage.
- o Created the app as a white label solution for different businesses and built the **CI/CD** for multiple deployments, from the same main branch.
- o Utilized **Jest** to conduct unit testing, achieving a high **90% coverage** on main platform components.
- o Implemented end-to-end testing procedures using **Cypress**, covering the entirety of the platform.
- o Ensured codebase integrity and ongoing maintenance through **GitLab**.
- o Employed **Jira** and followed an agile methodology for effective project management.
- o Embraced mobile development practices and techniques through the acquisition of Flutter proficiency.

Frontend Engineer, Intern | 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.
  - o Used: **React JavaScript**
- ● Acquired hands-on experience in backend development.
  - o Created **REST** endpoints connected to the auction house project in **Scala**.
  - o Established quality assurance with endpoint-specific unit tests.

Multimedia Designer | Virtual Media Network | Colombia   **August 2017 – December 2017**

Multimedia Designer Intern | Avantel | Colombia   **August 2016 – January 2017**

Education

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

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

Abilities

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

Languages

Spanish – Native

English – Fluent