Julian Diaz

Frontend Software Engineer & Creative Designer

Berlin, Germany | +49 176 3465 0070 | judadi1994@gmail.com | linkedin.com/in/julian-ddiaz/ | juliandiaz.web.app

Profile

I'm 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'm adept in a diverse array of technical and design tools, showcasing a versatile skill set in the tech industry.

Experience

Co-Founder| Konnektaro | Berlin   **May 2025 – Present**

- Developed a mobile-first progressive web app for real-time learning sessions using **React**, **Next.js**, and **TypeScript**.
- Implemented **Firebase Authentication** (Google and anonymous login) with secure token handling across frontend and backend.
- Built **RESTful APIs** with **Node.js** and **Express**, managing complex user interactions, event-based sessions, and partner pairing logic.
- Designed and integrated modular UI using **Tailwind CSS** optimized for mobile experience and reusability.
- Structured and maintained a **MongoDB** database ensuring scalable and efficient data access.

Founding Engineer | Technical Advisor · EduEnvire | Remote   **March 2024 – Dec 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.
- **Mentored** founders on technical aspects of starting their business.

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.

- o Conducted unit testing specifically tailored for **Flutter** development.
- o Created and lead development on the garage feature, that focuses on the simulated electric vehicle, synced with the user commuter habits.
- o Assisted on the development and maintenance of the main app.
- o Crafted visually pleasing components for seamless integration into the main app.
- o Developed and managed the login flow, focusing on user accessibility and security.
- o Managed codebase upkeep and executed project oversight within the **Azure/DevOps** solution.
- **Worked on a B2B truck fueling and fleet managing tool.**
  - o Used: **React (JavaScript), HTML**, and **CSS.**
  - o Created and managed user authentication functionalities using **Azure AD** B2C.
  - o 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**

- 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

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, 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, Mentoring and teaching

Languages

Spanish – Native

English – Fluent

German – Certified B1