Julian Diaz
Software Developer

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Software Developer focused on mobile-first PWAs and modern web applications using React, Next.js and TypeScript. Experienced in structuring scalable frontend architectures, integrating self-hosted AI services such as OpenAI Whisper and Ollama, and supporting reliable delivery through CI/CD pipelines and cloud-based deployments. Strong emphasis on user-centric design, real-time features, and clean, maintainable code.

Work Experience

Konnektaro
Software Developer
Berlin, Germany
2025.05 – 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.
- Introduced a **microfrontend-style architecture** to separate core app areas (sessions, auth, analytics) for independent deployment and maintenance.
- 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.
- Integrated a self-hosted **speech-to-text** service using **OpenAI Whisper**, exposing it through a custom AI API for real-time and cost-free transcription within learning sessions.
- Set up **CI/CD pipelines** (GitHub Actions + **Docker**) for automated testing, build, and deployment to cloud environments.

EduEnvire
Founding Engineer | Technical Advisor
Copenhagen, Denmark (Remote)
2024.03 – 2024.12

- Led the design of a check-in system allowing students to register attendance while giving teachers real-time insights into device usage.
- Collaborated with backend engineers to define app architecture and data mapping strategies.
- Developed frontend for both web and mobile apps using **React TS** and **React Native** (**Expo**).
- Implemented CI/CD pipelines for the frontend, ensuring smooth alpha testing phases.
- Mentored founders on technical aspects of starting their business.

Iomoto
Frontend Engineer
Berlin, Germany
2020.05 – 2023.12

- **Project: B2C Automotive Sales App (Flutter, Dart)**
  - Built EV simulation tools to compare costs, charging, and mileage with fossil-fueled vehicles.
  - Created the **Garage feature** synced with commuter habits and developed login flow with focus on accessibility/security.
  - Conducted unit testing for Flutter and contributed to main app maintenance.

Work Experience

- **Project: B2B Truck Fueling & Fleet Management Tool (React, Azure)**
  - Developed platform using **React (JavaScript)**, HTML, CSS with authentication via **Azure AD B2C**.
  - Ensured fleet management for 5000+ vehicles and delivered white-label solution with CI/CD pipelines.
  - Implemented automated tests (**Jest, Cypress**) and maintained codebase in GitLab under Agile practices.

The Key Technology   Germany
Frontend Engineer, Intern   2019.11 – 2020.01

Virtual Media Network   Colombia
Multimedia Designer   2017.08 – 2017.12

Avantel   Colombia
Multimedia Designer, Intern   2016.08 – 2017.01

Education

Leeds Beckett University   Leeds, UK
M.Sc. in Creative Technologies   2017 – 2019
- **Thesis:** AR-AI Navigation in Indoor Spaces. Developed a navigation system with **C#**, **JavaScript**, and the **Unity** engine.

Universidad Militar   Bogota, Colombia
B.Eng. in Multimedia Engineering   2012 – 2017

Skills

Languages & Frameworks: React, Flutter, JavaScript, TypeScript, Dart, HTML, CSS, C#, ActionScript

Tools & Platforms: MongoDB, Node.js, Express, Firebase, Azure DevOps, Git, CI/CD, Figma, Notion, Jira

Design & Multimedia: Illustrator, Photoshop, Adobe After Effects, Adobe Animate, Unity

Abilities

Stakeholder Management, Clean Code Practices, Attention to Detail

Creative Thinking, Fast Learning, Project Management

Problem Solving, Mentoring and Teaching

Languages

Spanish (Native), English (C2), German (B1)