

# JULIAN DIAZ

SOFTWARE DEVELOPER

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Software Developer focused on **modern web applications**. Experienced in structuring **scalable frontend architectures**, from **modular monoliths** to **micro-frontend setups**, and in applying **SSG** and **SSR** to balance **performance**, **personalization** and **dynamic content**. Experienced in 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

Berlin, Germany

#### *Software Developer*

2025.05 – 2025.12

- Built a mobile-first progressive web app for real-time learning sessions using **Next.js** and **TypeScript**. It uses static site generation **SSG** for fast loads and server-side rendering **SSR** for personalized, dynamic, and interactive content.
- 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

Copenhagen, Denmark (Remote)

#### *Founding Engineer | Technical Advisor*

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

Berlin, Germany

#### *Frontend Engineer*

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	<ul style="list-style-type: none"> <li>• <b>Project: B2B Truck Fueling &amp; Fleet Management Tool (React, Azure)</b> <ul style="list-style-type: none"> <li>◦ Developed platform using <b>React (JavaScript)</b>, HTML, CSS with authentication via <b>Azure AD B2C</b>.</li> <li>◦ Ensured fleet management for 5000+ vehicles and delivered white-label solution with CI/CD pipelines.</li> <li>◦ Implemented automated tests (<b>Jest, Cypress</b>) and maintained codebase in GitLab under Agile practices.</li> </ul> </li> </ul>	
	<b>The Key Technology</b> <i>Frontend Engineer, Intern</i>	Germany 2019.11 – 2020.01
	<b>Virtual Media Network</b> <i>Multimedia Designer</i>	Colombia 2017.08 – 2017.12
	<b>Avantel</b> <i>Multimedia Designer, Intern</i>	Colombia 2016.08 – 2017.01
EDUCATION	<b>Leeds Beckett University</b> <i>M.Sc. in Creative Technologies</i>	Leeds, UK 2017 – 2019
	<ul style="list-style-type: none"> <li>• <b>Thesis:</b> AR-AI Navigation in Indoor Spaces. Developed a navigation system with <b>C#, JavaScript</b>, and the <b>Unity</b> engine.</li> </ul>	
	<b>Universidad Militar</b> <i>B.Eng. in Multimedia Engineering</i>	Bogota, Colombia 2012 – 2017
SKILLS	<b>Languages &amp; Frameworks:</b> React, Flutter, JavaScript, TypeScript, Dart, HTML, CSS, C#, ActionScript	
	<b>Tools &amp; Platforms:</b> MongoDB, Node.js, Express, Firebase, Azure DevOps, Git, CI/CD, Figma, Notion, Jira	
	<b>Design &amp; Multimedia:</b> 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)	