# Daniela Manzano
## Frontend Developer

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## PROFESSIONAL EXPERIENCE

### Front-end Developer - UI/UX

**Jul 2024 to Present**
**No Country**

Community of programmers with passion for programming beyond remuneration. Currently collaborating with a team remotely on the design and frontend development of a web platform for event management. The platform includes a calendar system, email and mobile notifications, and a database for uploading photos. It is constantly evolving and being maintained by the team. My responsibilities included designing and developing user interfaces using React.js, Tailwind CSS and JavaScript, implementing reusable components, optimizing application performance and integrating RESTful APIs. In addition, we participated in code reviews where constructive feedback is applied. The project was deployed using Vercel, ensuring mobile adaptation through responsive web and smooth user experiences.

### Front-end Developer - UI/UX - Tester

**Jun 2022 to Jan 2024**
**Nolock**

Nolock is a company of freelance programmers where I had the opportunity to be part of various projects and learn new technologies. Working remotely, I participated in both individual and group projects. I created wireframes and applications using atomic design principles with Figma, prioritizing user experience, performance, and accessibility. I worked as a tester using Cypress.io for automated testing, ensuring high-quality standards. Additionally, I participated in code reviews, provided constructive feedback, and applied design patterns in frontend programming.

- Holitrends: I conducted end-to-end testing for a CRM system used by travel agencies such as Despegar and Al Mundo, ensuring smooth operation from the user interface to data management. Technologies: Cypress.io, JavaScript.

- Hpy Camper: Designed and developed frontend screens for a camping booking platform in Sweden. This project allowed me to learn a new programming language in a short period of time and in a non-educational environment which was a challenge since I had to meet the deadlines of the team I was part of. I focused on creating intuitive and accessible interfaces. Technologies: Figma, React.js, Tailwind CSS, Next.js.

- Alize 2.0: Initially, I assumed the role of designer, where I worked directly with the client, who sought a modern and agile design. The project involved a complete redesign of a web platform for technical assistance and warranty tracking, focusing on the company's employees as the end users. I also participated in the frontend development of some screens within the platform, following guidelines previously defined by the team. Technologies: C# .NET, Blazor, HTML5, CSS3, Figma.

- Hypervisoul: I designed the website for a functional prototype of a real-time traffic monitoring application. This was a challenge as I had to work from sketches, and the final result was intended to attract investors to support the project. Today, the project is co-financed by the European Union and the Spanish government. Technologies: Figma.

### Full-Stack Developer

**feb 2022 to jun 2022**
**FabricArg**

Internship focused on learning and applying C# and SQL Server technologies. Developed backend and frontend functionalities. Demonstrated strong problem-solving and analytical skills. Architected the implementation of frontend solutions and drove the adoption of best practices in coding standards and performance optimization.

## EDUCATION

**2020 - 2024**
**Córdoba Higher Technical Institute**

**Software Development**
Principles of logic and programming, computer architecture, operating systems, applied mathematics, system modeling, advanced programming, and databases. Learned C#, Python, Haskell, HTML, CSS, jQuery, and Java. Participation in hackathons and seminars.

**2024**
**Udemy**

**Docker, Kubernetes, Jenkins, AWS, Git**
Fundamentals of DevOps, using essential tools such as Kubernetes, Docker, Jenkins, AWS, Git&Github, and Ansible, with a focus on cluster implementation, container management, pipeline automation, and cloud management.

**2023**
**Polytechnic Institute**

**Programming**
Course with a duration of 364 hours with certificate issued by the Ministry of Education of the Province of Cordoba.

**2022**
**Udemy**

**React y Redux, React Router, TailwindCSS, Context and Hooks.**
Creation of dynamic web applications using React, TypeScript, Redux, and TailwindCSS, mastering client-side navigation, form handling, state management, API requests, and performance optimization.

**2021**
**Udemy**

**Web and mobile design with Figma**
Skills in planning, strategy, and creation of digital and analog products, with a focus on UX Research, usability testing, and user flow design. Prototyping in low, medium, and high fidelity, applying design and navigation patterns.

**2020**
**Udemy**

**Blazor - .NET Core 3.1 and WebAssembly**
Development of interactive web applications with C#, using Blazor WebAssembly and Blazor Server, focusing on creating reusable components, handling events, and working with RESTful APIs.

**2017**
**Cisco**

**IT Essentials**
Fundamentals of networking and information technology, including installation, configuration, maintenance, and troubleshooting of computers and networks, hardware, software, and security.

**2017 - 2018**
**Córdoba National University**

**English Translator**
Focus on advanced language proficiency, including grammar, syntax, phonology, and vocabulary expansion.