

ANTONIO DÍAZ

Software developer

TYPESCRIPT + RUST



Personal data

Location: Madrid, Spain

hello@antoniodiaz.me

www.antoniodiaz.me

www.git.antoniodiaz.me

Software developer with background in project management. Currently working in web platforms with TypeScript, NodeJS and Rust.

Experience

2023 FULL ON NET (Telefónica): *full stack developer*, Madrid.
Web application development: React, NodeJS, streaming technologies —HLS/DASH—.

www.tv.movistar.co

Role: full stack developer.

Stack: React, NodeJS, Jest, Fastify.

Responsibilities: member of a team designing maintaining a web application for streaming services delivering content to several countries —Germany, Brasil, Peru, Colombia, Argentina and Chile—, as well as several applications on backend side.

2019–2022 DISTILLERY: *full stack developer*.
Los Angeles (US) / Saint Petersburg (RU).
Web application development: TypeScript, NodeJS, React, Rust.

www.ucell.uz

Role: backend developer.

Stack: NodeJS, Jest, Express, Rust, Rocket.

Responsibilities: responsible of team designing and evaluating two different prototypes —NodeJS vs Rust— for an API REST serving data both to web and mobile clients.

www.thrivemarket.com

Role: senior frontend developer working on web client with a team of 30+ devs.

Stack: TypeScript, React, Redux, Redux Thunk and NextJS, React Query, Framer Motion, Cypress, React Testing Library, New Relic and Kibana.

Responsibilities: migrate to NextJS from a custom codebase

lacking structure; development of web client for the blog of the company; implemented several modules related to payment system with Stripe; cleanup, sunset and replacement of several legacy sites of the company; synchronization with teams across nineteen timezones.

www.guidehuman.co

Role: frontend developer.

Stack: TypeScript, React, Redux, Redux Saga.

Responsibilities: implemented new UIs in sincronization with API team; developed the advanced search client; maintenance and update of legacy code; implemented TypeScript in the codebase.

2017–2018 *ASTROSHOCK: full stack developer*, Moscow.

Web applications in Javascript and Python: Backbone, React, Django, Django-REST:

www.mosbrew.ru

Role: Full stack developer

Stack: Backbone, React, Django, Django-REST

Responsibilities: Development of web client, back office for content management and API.

www.u.university

Role: frontend developer.

Stack: Backbone, Django, Django-REST

Responsibilities: implementing UI for web client.

www.impossibleisinevitable.com

Role: Frontend developer

Stack: Backbone, Django, Django-REST

Responsibilities: implementing UI for web client of exhibition website.

www.linii.group

Role: full stack developer

Stack: Backbone, Django

Responsibilities: Development of web client, back office for content management and API.

2015–2016 *CRITIK: Founder and developer*, Madrid.

Role: manager and backend developer

Stack: SPARQL, MySQL.

Responsibilities: project management; design and importing RDF data from a SPARQL Virtuoso server of the BNE into MySQL.

2012–2015 *DÍAZ & PONS: founder and editor*, Madrid.

Responsible of the editorial strategy and contents, management of the projects and art direction. +20 publications.

2009–2011 *FREELANCE: project manager*, Madrid

Project manager for public and private institutions as the Centro Gallego de Arte Contemporáneo —CGAC— or Medialab-Prado.

2007–2008 ART NOTES: *designer and writer*, Santiago de Compostela.
Layout composer and wrote on contemporary art magazine.

Software

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|-----------------|---|
| Languages | Javascript, TypeScript, Python, Rust. |
| Frameworks | Express.js, Django, Django-REST, Angular. |
| Libraries | React, Redux. |
| Databases | MySQL, PostgreSQL, SPARQL. |
| Testing | Cypress, Jest, Enzyme (React), Optimizely (A/B testing). |
| Text processors | L ^A T _E X and Microsoft Word for publishing workflow. |
| Graphic design | Figma, Sketch, Adobe —InDesign, Illustrator, Photoshop—. |
| OS | Linux (Suse 10 & 11, Ubuntu server 18.04—current), Mac OSX (10.05—current). |
| Others | Atlassian, YouTrack, AWS (EC2, ROUTE 53, S3). |

Academic education

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| 2007 | Master of art, museology and contemporary critique, University of Santiago de Compostela. |
| 2001-2006 | Bachelor's degree in Art History, University of Santiago de Compostela. |

Languages

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|---------|---------------------------------------|
| Spanish | Native. |
| English | Fluent oral and written. |
| Russian | Intermediate level, oral and written. |

Interests

- Robotics applied to R/C sailplanes.
- History of design and typography.

March 6th 2023