

ANTONIO DÍAZ

Software developer

Typescript + Rust

Software developer currently focused on Rust, with 5+ years of experience primarily on frontend using TypeScript —React/Angular— and on backend with NodeJS and Python —Django—.

Since 2015 I have been working on full stack roles related to web software development with multinational teams across wide time zones. Some sites I have been involved in are the ecommerce based in Los Angeles *Thrive Market* or the site for the Russian design studio *Linii*.

I also have background in art and design industries, focusing my attention on digital technologies. I worked as designer and editor at the contemporary art magazine *Art Notes* and with several institutions as project coordinator, as CGAC or Medialab-Prado —currently *Matadero-Medialab*—. On 2012 I co-founded *Díaz & Pons*, publishing house focused on digital and printed editions, where we edited high quality non-fiction books on art and social sciences. I founded and developed Critik in 2015, an online platform for literary enthusiasts created for Eidos Editorial, migrating RDF data from a Virtuoso server using SPARQL into our own MySQL database.

As a former publisher I focus on readable and well-structured code, but also on methodologies that allow fluent and flexible procedures with complex teams while maintaining on-time delivery. In this regard I am currently interested in strongly typed languages such as Rust and design approaches that involve both technical and non-technical members of the teams.

I consider roles related to web software development with TypeScript, NodeJS or Rust. You can find more information at my site www.antoniodiaz.me, in my GitLab at www.git.antoniodiaz.me, or just writing me to hello@antoniodiaz.me.

Antonio Díaz

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