

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).

On 2015 I developed Critik, an online platform for literary enthusiasts created for Eidos Editorial, migrating RDF data from a Virtuoso server using SPARQL into our own MySQL database. Since then, I have been working on multiple platforms, as the online shop based in Los Angeles *Thrive Market* or the site for the design studio *Linii*, among others.

My education is related to art and design, focusing my attention on art and digital technologies. I worked as designer and editor on 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*, a publishing house focused on digital and printed editions of non-fiction, where we edited high quality non-fiction books on art and social sciences.

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 on strongly typed languages such as Rust and design approaches that involve technical and non-technical members of the team such as Domain Driven Design.

I am also interested in history of art and typography as well as robotics applied to R/C sailplanes.

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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