

# 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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