Bruno Diaz

Front End & Indie Dev

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Professional Profile

Self-taught developer, eager to join the development industry. I aspire to contribute to the creation of innovative, modern, and exciting projects, bringing forth my unique vision and ideas. With a curious mindset, I continuously explore new technologies, expanding my toolkit. This diversifies and enriches my portfolio with a variety of colorful projects.

Projects

Ona Games Studio Website

http://onagames.brunodiaz.es
- Website dedicated to my own independent video game brand.
- Developed using React, React Router, and Vite.
- Includes language configuration.
- Modals for images and videos.
- Responsiveness.

Lista de Lectura - Editorial Dinav

http://editorialdinav.brunodiaz.es
- Practice project, learned the usage of stores to share data and states between components.
- Developed with React, Zustand (for stores), and Vite.
- Intuitive usage.
- Modals for book details.
- Dropdown list.
- Scalable, allowing for the expansion of the book list.
- Item filtering.
- Real-time collection updates.

Block Survivor Arcade Retro

http://blocksurvivor.brunodiaz.es
- Mobile Android game with a retro theme.
- Developed in Godot and published on Google Play.
- Features a free version with ads and a paid version.
- Additional game modes.
- Includes missions.
- Skin management.
- Fully programmed menus from scratch.
- Cloud data saving through login.

Weather Now

http://weathernow.brunodiaz.es
- Application for real-time weather consultation.
- Built entirely in pure JavaScript.
- Language and unit of measurement change functionalities.
- Location detection with user query.
- Location search by keywords.
- List of saved locations stored locally.
- Ability to delete the entire list or individual units.
- Dynamic information provided in 3-hour intervals.

Skills

- Html
- Css
- JavaScript
- React
- React Router
- Vite
- Git
- Zustand
- Godot
- Google Console