Bruno Díaz
Front End & Indie Dev

- +34 665 624 426
- contact@brunodiaz.es
- https://www.brunodiaz.es
- github.com/bdiaz-dev

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

https://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

https://reactdee.brunodiaz.es
- Catalog of ready-to-use React components.
- Installation via npm.
- Simple user configurations through props.
- Compatible with server-side rendering.
- Website with complete installation and usage documentation, developed in NextJs.
- Library designed to facilitate the development of small applications.
- Responsiveness in both the documentation and the components themselves.

Block Survivor Arcade Retro

https://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

https://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**
- **Next.Js**

- **Vite**
- **Git**
- **Zustand**
- **Godot**
- **Google Console**