



ABOUT ME

Since I finished my Computer Engineering degree, I have continued studying and enhancing my development skills.

My first job allowed me to collaborate with international teams, gaining valuable insights into different working styles and technologies.

Currently, I am actively seeking challenges to keep improving, driven by a strong motivation to learn and dive deeper into software development.

LANGUAGES



English:
Intermediate



Spanish:
Native Speaker

CONTACT



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Daniel Velerdas Sedano



<https://daniveler.github.io>

Daniel Velerdas Sedano

API Engineer, Full-Stack & Mobile Developer

PROFESSIONAL EXPERIENCE

OB Integrator in Telefónica as uXcale client

January 2023 - Present

- Project integration between Telefónica Kernel Global and Vivo Brazil team.
- Involvement in the analysis and design processes of 4P APIs.
- Significant contributions to different phases of the API lifecycle.
- Development and deploy of different integration tools using Node JS, ReactJS and Express.
- Formal documentation of all processes undertaken, as well as test case generation.

API Engineer in uXcale

September 2022 - Present

- Development of an introductory training program for APIs.
- Design and specification of internal APIs for employee and activity management.
- Documentation on numerous API concepts and various technologies, such as OpenAPI, Apigee, Mulesoft, gRPC, AsyncAPI, and GraphQL, among others.
- Implementation of APIs using different environments such as SpringBoot, NodeJS or GraphQL.
- Conducting tests and testing with Junit 5, Mockito, Jest and Supertest.
- Utilization of API clients such as Postman, Advanced Rest Client, or Insomnia.

Mobile Developer in Pixel Innovación y Desarrollo, S.L.

February 2022 - May 2022

- App Development on Android and iOS.
- Focus on implementing key functions, such as reading and interpreting QR codes.
- Efficient data management between applications.
- Integration with a Webservice.

ACADEMIC STUDIES

Universidad de Salamanca

Computer Engineering | 2018 - 2022

OTHERS

- **Online courses** about various topics on platforms such as OpenWebinars or Coursera, including JavaScript programming, fundamentals of cybersecurity, Android app development, Unity programming, GraphQL, and more.
- **Personal projects** based in different technologies, such as NodeJS, Springboot, Astro, ReactJS, VueJS, Kotlin, etc.

PROGRAMMING LANGUAGES

Javascript, JSON, NodeJS, C, C#, Java, SpringBoot, Kotlin, Swift, Bash, HTML, CSS, SQL, YAML, RAML, gRPC, GraphQL, AsyncAPI, OpenAPI

DEVELOPMENT ENVIRONMENTS

Visual Studio, Visual Studio Code, Unity, XCode, Eclipse, NetBeans, Android Studio, Apigee, Mulesoft, Kong