Daniel Velerdas Sedano
API Engineer, Full-Stack & Mobile Developer

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:
B1 Intermediate

Spanish:
Native Speaker

CONTACT

daniel01velerdas@gmail.com

Daniel Velerdas Sedano

https://daniveler.github.io

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.
- 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 and Mockito.
- Utilization of API clients such as Postman, Advanced Rest Client, or Insomnia.

Internship 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

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

DEVELOPMENT ENVIRONMENTS

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