



# Daniel Velerdas Sedano

API Engineer, Full-Stack & Mobile Developer



daniel01velerdas@gmail.com



<https://www.linkedin.com/in/daniel-velerdas-sedano/>



<https://github.com/daniveler>



<https://daniveler.github.io>

## ABOUT ME

Since I finished my degree in Computer Engineering till now, I have not stopped studying and upgrading my developing skills.

In my first job, I discovered the world of APIs and how they help building efficient and scalable solutions, enabling communications among the different components in the backend.

Thanks to this position, I had the opportunity to collaborate with international teams, gaining valuable insights into different working styles and modeling a global perspective on technologies.

Nowadays, I am actively seeking challenges to enhance my skills, fueled by a strong motivation to continue learning and diving deeper into the fascinating realm of development.

## PROFESSIONAL EXPERIENCE

### *OB API 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.
- **Implementation** of APIs using different environments such as SpringBoot, NodeJS or GraphQL.
- **Testing** with frameworks like Junit 5, Mockito, Jest and Supertest.
- Definition of the **standard methodologies and techniques** which must be followed by the API Team such as Git Strategy or good practices guides and templates.
- **Study and investigation** about numerous API concepts and various technologies, such as OpenAPI, API Managers, gRPC, AsyncAPI, and GraphQL, among others.
- Continuous collaboration in internal **documentation and proof-of-concept repositories**, centered in API Methodologies, Architectures and Patterns.

- Utilization of **API clients** such as Postman, Advanced Rest Client, or Insomnia.
- Involvement in different internal **informative talks** about technologies and methodologies related with APIs.

### ***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** among applications.
- **Integration** with a Webservice.

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## **PERSONAL PROJECTS**

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### ***Opo Finder. Compilation of Official Bulletins.***

Full-stack application developed using React and Node JS based in the compilation of state, community and provincial official bulletins in order to make easier for users to check all of them from the same platform. The tool is deployed in the following URL:

<https://daniveler.github.io/opo-finder>

Technologies: **React, NodeJS, Javascript**

### ***Full-Stack Open Course from University of Helsinki.***

This course serves as an introduction to modern web application development with JavaScript and Typescript. The main focus is on building single page applications with ReactJS that use REST APIs built with Node.js. The course also contains a section on GraphQL, a modern alternative to REST APIs. It covers testing, configuration and environment management and the use of databases for storing the full-stacks application's data.

Technologies: **React, NodeJS, Javascript, Typescript, GraphQL**

### ***AXPE Employees API.***

Final exercise from a training period on apification. Rest API service for controlling employees of a company. It includes its OpenAPI 3.0 specification and implementation in Spring Boot.

Technologies: **Java, SpringBoot, Swagger**

### ***MovieFav. Movie List App.***

Mobile Application developed for a technical test, using the Retrofit and Room libraries to read data from an API and to manage a local DB that allows data persistence.

Technologies: **Android, Kotlin**

### ***Survy. Educational app of online surveys and questions.***

Final Degree Project for Computer Engineering Degree. Mobile application for managing online surveys and questions in the educational field.

Technologies: **Android, Kotlin**

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## **ACADEMIC STUDIES**

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**Universidad de Salamanca**

Computer Engineering | 2018 - 2022

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## OTHER STUDIES

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**Online courses** about various topics in platforms such as OpenWebinars or Coursera, including JavaScript programming, fundamentals of cybersecurity, Full-stack and Android app development, API Managers, Unity programming, GraphQL, and more.

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## LANGUAGES

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### English:

- B1 Certification by Official Languages School (Escuela Oficial de Idiomas).
- B2 in Oral Fluency by Universidad Internacional Menéndez Pelayo.



### Spanish:

- Native Speaker.

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## PROGRAMMING LANGUAGES AND TECHNOLOGIES

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- |              |              |
|--------------|--------------|
| • Javascript | • Apigee     |
| • ReactJS    | • Mulesoft   |
| • NodeJS     | • Kong       |
| • Express    | • Amazon AWS |
| • Portman    | • HTML       |
| • JSON       | • CSS        |
| • YAML       | • SQL        |
| • NodeJS     | • Bash       |
| • C          | • API REST   |
| • C#         | • RAML       |
| • Java       | • OpenAPI    |
| • SpringBoot | • gRPC       |
| • Kotlin     | • GraphQL    |
| • Swift      |              |

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## DEVELOPMENT ENVIRONMENTS

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- Visual Studio
- Visual Studio Code
- Postman
- Unity
- XCode
- Eclipse
- NetBeans
- Android Studio