Diego Castillo

Software Developer

Personal Info

www

https://diegocasmo.github.io/

Programming Languages

JavaScript

Ruby

Technologies

React, React Native, Redux, Cypress, Jest, Mocha, GraphQL, Node.js, TypeScript, Ruby on Rails, RSpec, MongoDB, PostgreSQL, Git, and others.

Languages

Spanish (native tongue)

English (bilingual proficiency)

Experienced and detail oriented software developer with solid knowledge of Ruby & JavaScript with over 5 years of experience building user-focused products.

Experience

2019-08 - Senior Software Engineer

2021-05 Hubstaff Tasks, Remote, https://hubstaff.com/tasks

Hubstaff Tasks is a simple, agile project management tool for productive teams. As a member of the Tasks team, I have co-authored several key real-time features such as *epics*, *to-dos*, and the *project* & *roadmap* timeline views. Additionally, I helped introduce the usage of memoized state selectors, performed major libraries upgrades, written time-zone aware background jobs, while addressing technical debt, improving UI/UX, and reviewing other team members' solutions.

2016-06 - Independent Software Developer

2017-07 Self-Employed, Remote

- Assisted the team at <u>Porizi Technologies</u> in the development of <u>PhoneTradr</u>: a
 store to sell and buy used phones. I was in charge of creating new features and
 software verification automation processes for the application, both in the client
 and server side of it. This role also included the development of features for the
 administration panel. (Jan 2016 Mar 2017)
- Worked for <u>Torak</u> in <u>Kanban Zone</u>: a revolutionary visual process management system that enables teams to work more efficiently. At Torak I cooperated with the software engineering team in the refactoring of the application's structure and setting up a test suite in the client and server side of it. (Jan 2017 - Feb 2017)
- As an <u>X-Team</u> member worked for <u>Protocol Labs</u> in <u>CoinList</u>: a protocol token fund-raising platform. My responsibilities included the development of new features, code refactoring, software verification automation, and the improvement of existing functionality. (March 2017 - July 2017)

2015-03 - **Software Developer**

2016-06 Ubiqua, Panama, <u>http://ubiqua.me</u>

Contributed to developing a mobile web application product for wholesaler distributor companies to help their salesmen to be more efficient. My tasks included designing and developing new features, solving software flaws, refactoring or improving existing functionality, and the documentation of processes.

Education

2010-08 - Harding University, USA, B.S. Computer Science

2014-05

2019-06

- Beneficiary of the Walton International Scholarship Program for undergraduate studies in the USA.
- Graduated Magna Cum Laude.
- Won the Best Computing Seminar award in spring 2014.

2017-08 - Uppsala University, Sweden, M.Sc. in Computer Science

Thesis: <u>VASCO: Developing AI-Crawlers for ML-Blink</u>

- Selected reports:
- Convolutional Neural Networks For Galaxy Morphology Classification
- Analysis and Classification of Facial Expressions Using Machine Learning