Diego Martínez García

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Education
July 2021 – June 2025

Autonomous University of Querétaro
Software Engineering Student
Author rights registered for the TEACH program

Experience

Centro de desarrollo
Software Developer and UI/UX Designer

Santiago de Querétaro, Querétaro, México
July 2021 – December 2024

- Collaborated on the development of web applications using React.
- Contributed to the design of various projects using tools like Figma.

Bout Software
Software Developer and Remote UI/UX Designer

Santiago de Querétaro, Querétaro, México
Octubre 2023 – July 2024

- Working in web platforms using Next JS.
- Many designs done using Figma.

Kronox Y Kairos
Full-time Remote Frontend Developer and UI/UX Designer

Santiago de Querétaro, Querétaro, México
August 2024 – Current

- Develop and set up big app divided by react microfrontends.
- Deploying microfrontends using AWS Amplify.

Main Projects

Bolsa de trabajo UAQ
Job platform and job board for UAQ
- Requirements gathering
- Low and high-fidelity design using Figma and Excalidraw
- Frontend development using Next.js, Tailwind, Typescript, and Next UI

TEACH
Web application for teaching and managing virtual classes for teachers and students
- Requirements gathering
- High-fidelity design using Figma
- Participation in author rights registration
- (In progress) Full-stack development with Next.js, Tailwind, Typescript, and PostgreSQL.

Bout Software
Landing Page Design for Bout Software
- UI design using Figma
- Flexbox-oriented layout
- Responsive design

NutriSmarTR
Design and development of an appointment management platform for nutrition professionals
- Requirements gathering
- High-fidelity design using Figma
- Frontend development with Next.js

Habilidades

Programming languages
JavaScript: 2 years
Technologies
Figma, HTML, CSS, TypeScript, React, Tailwind, Next JS, Next UI, Single SPA (microfrontends).