Diego Mojarro

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SUMMARY

Software Engineer with experience and passion for designing, developing and maintaining innovative and scalable code that meets the highest standards for user experience, usability and clean code; eager to contribute to a collaborative work environment finding solutions.

EDUCATION

Tecnologico de Monterrey   Guadalajara, Jalisco
Bachelor of Science in Computer Science, GPA 3.8 Expected.   *February. 2019 – June 2023*

EXPERIENCE

IT Assistant   September 2017 – November 2018
AT&T   *Guadalajara, Jalisco*
- Worked in a service center were i provided technical support, performed backups, configurations, etc.

Web Developer Intern   February 2018 – December 2019
Lüphole   *Guadalajara, Jalisco*
- Worked in a software development services company where I started with HTML/CSS/Javascript.

PROJECTS

Amdocs Hirement | *HTML/CSS, Javascript, NodeJS, MySQL*   Febrary 2020 – May 2020
- Designed and developed a site for Amdocs, allowing them to see the status of their recruitments.
- Different interfaces for each type of user.
- Focused on UI/UX.

FoodBankiOS | *SwiftUI, Firebase*   August 2021 – October 2021
- Developed an iOS donations portal app for the Mexico food bank.
- Section to donate money and food either by delivery or going to a collection center.
- Distance from current location to each collection center with the functionality to redirect to apple maps.

WeatherApp | *SwiftUI, Core Location*   August 2021 – August 2021
- Implemented a simple weather iOS App
- MVVM software architectural pattern.
- Fetching the weather data through openWeather API.
- Used the core location in order to show the weather of the current coordinates

Physical-NFT | *Next.js, Tailwind CSS*   December 2021 – Unknown
- Working collaboratively on a NFT marketplace, focusing myself on user interfaces.
- Developed and designed React components tackling on user experience.

RaM-URQL | *React.js, Tailwind CSS, URQL*   May 2021 – May 2021
- Implemented a web application fetching data through URQL GraphQL client.
- Components focused on UI/UX.

TECHNICAL SKILLS

Languages: Javascript, HTML/CSS, Swift, C++.
Developer Tools: Figma, Git, Postman, GraphQL.
Frameworks/Libraries: React.js, Next.js, Tailwind CSS, SwiftUI, Apollo Client, URQL.