

Jonathan S. Díaz

Software Engineer in Orlando, Florida

www.jonathandiaz.me | (939) 332-1562 | diaz.johndev@gmail.com

Summary

Specializes in designing and developing with web technologies. Experience building production-ready web apps from the ground up. Possessing the ability to master hard things quickly. Self-motivated, and pursuing a challenging technical position, even if it means wearing multiple hats at once.

Skills

- Strong experience building production-ready web apps from the ground up
- Skilled with technologies ranging front-end, back-end, database, dev-ops, and mobile
- Experience with product development and team collaboration
- Focused on results, user-experience and high-impact tasks
- Demonstrated design and UX sensibilities
- Experience building complex layouts and working with responsive applications

Technical Skills

- Strong experience with design, and implementation of single-page applications using HTML, CSS, React and Vue.js
- Experienced in design, management and implementing changes to relational and no-sql databases
- Experience in design, and implementation of REST, Web-Socket, and HTTP API's
- Strong experience with graphic/responsive web design, web animation, and content creation
- Skilled with Git and GitHub version control management
- Experience deploying apps to web (Heroku/Netlify) and the App Store
- Experience using logs in diagnosis to solve esoteric technical errors thrown in production

Experience

Full-stack Developer at SayPrimer (Sept, 2019 – March, 2020)

Stack: *React.js/Redux, Node.js, PostgreSQL, Redis, Heroku*

The project taught me a lot about **digital marketing, and processing large amounts of data from communicating with multiple third-party API's**. Some of the big lessons:

- Engineering worker queues using node-bull in order to take the load off of our web servers for CPU hungry processes, orchestrate enrichment queues, and limit rate requests to third-party API's
- Running bulk operations when importing, exporting, and transferring data across the network
- Communicating and simplifying technical concepts to non-technical team members
- Building complex UI's, with UX and quality assurance in mind
- Minimizing the number of deliverables sent back by the client, and assuring forward motion, even in the face of blockers
- Using logs in diagnosing and solving esoteric technical errors thrown in staging and production

Software Engineer, Creator at GearCaster (Jan 2019 – June 2019)

Responsibilities: Product development, Prototype creation, Web/Mobile Engineer, Theme/Design creation

GearCaster is a fast-paced, mechanical card game where bots defend their engineers. I worked together with a senior engineer to help bring it to life over the course of many months, working on difficult technical challenges across the stack. **I helped transform the game from an engineering experiment, to a commercially-ready product.**

Some of the important lessons were:

- Learning to cut back on features actively to meet our team's capacity
- Iterating through prototypes and rewriting codebases until we had a commercially-ready product
- Abstracting socket.io requests to a new MVC model API
- Creating a scalable, real-time persistence method for Node.js such as S3
- Learning to have clear direction before putting in the work
- Researching competition, copying what works
- Team-management skills and communication
- Working with a monorepo using Yarn workspaces

Software Engineer, Creator at GrandQuest (Aug 2018 – March 2019)

Stack: Vue.js/TypeScript, Node.js/Socket.io, PostgreSQL, Redis, Heroku

GrandQuest is a multiplayer RPG where players can battle against enemies in an open world with other players. I worked completely end-to-end on **prototyping, design, full-stack development, testing, and launching**; all while in a busy high school.

- Engineering client/server game architecture and server-side persistence
- Engineering complex event loops to maintain a concurrent state across the network
- Developing interactive UIs with lots of dynamic data

- Authenticating sockets & using mutual exclusion to identify multiple connections to a user
- Orchestrating complex sequence animations
- Deciding between methods for server-side persistence focusing on performance optimization
- Heavy amounts of learning and skill-acquirement
- Heavy amounts of self-management to balance with school

Mobile Developer at The Everywhere Office (Aug 2018– Sept 2018)

***Responsibilities:** React Native, Redux, Design, front-end product development, Resolving tooling errors*

During my time at TEO I received a crash course on start-up strategy, customer development, product development, and team collaboration. My role was of **React Native developer, and I mainly focused on developing new features / UIs, and dealing with technical difficulties so the product could continue advancing without issues.** Some of the big lessons for me were:

- Managing styles in React Native
- Asynchronous Redux actions using Redux Saga
- Working on tasks in a collaborative and flexible work environment
- Reproducing/communicating esoteric tooling errors