~/cv $ cat cv.md

Daniel Camilo Daza Díaz

Staff Software Engineer · Frontend / Full-Stack

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Staff Software Engineer with 14 years of experience building web and mobile products across logistics, OTT/streaming, finance, retail and healthcare. Specialized in developer productivity and performance: faster pages, faster checks, monorepo architecture and AI agent skills that automate QA. Deep in React and TypeScript, comfortable across the stack with Node.js, Ruby on Rails and PostgreSQL, and focused on user experience. Experienced leading teams and mentoring engineers.

// EXPERIENCE

Jun 2021 – Oct 2026

Transfix · Staff Software Engineer · New York freight-tech, remote from Bogotá

Staff
Nov 2022 – Oct 2026

Senior
Jun 2021 – Nov 2022

- Self-initiated: made the most-used page ~60% faster (FCP ~3.8 s to 1.5 s, LCP ~5.1 s to 2.1 s, measured with Datadog RUM) and cut some queries from ~10,000 to ~500 calls a day.
- Moved the app to a Turborepo and npm workspaces monorepo with affected-package detection and an S3 remote cache; design-system build checks ran about 50% faster, measured before and after.
- Built AI agent skills with Claude Code and Playwright that run documented QA test cases on staging; demoed company-wide and used by developers, product and support.
- Maintained and extended the DPL design system on MUI and Storybook, used by all 4 product apps and every engineering team, including a drag-and-drop component.
- Chose Vite for the frontend; worked with Apollo Client and GraphQL, Module Federation, legacy Redux, React Native and major React upgrades, and on real-time notifications over WebSockets.
- Delivered core pieces of the data-driven RFP pricing solution; recognized by the VP of Engineering.
- Explored alternative UX flows, built tools that made product demos easier for sales, and worked across the stack with Ruby on Rails and PostgreSQL as a Staff-level technical lead.

Jul 2020 – Jun 2021

Pager · Senior Test Operations Engineer

- Led a team of 6 manual QA testers and moved them into test automation through workshops and a plan; together they automated the organization's smoke tests.
- Built test automation tooling and frameworks shared by Development and QA, and wrote test plans with stakeholders covering approach, environments and data strategy.

Jun 2015 – Jul 2020

Zemoga · Senior UI / Front-End Developer

- Delivered 20+ projects in 5 years for US media and enterprise clients (Sony, Fox, PlayStation Vue, Morningstar, Sears/Jet) with Angular, Ember.js, React and Vue.
- Sony Competition Center (Next.js): found 90% test coverage that never asserted business rules; helped rewrite the tests around business behavior, and the next release went smoothly.
- Built d3.js data visualizations for Morningstar; worked with React Native, and Redux on some projects.
- Built internal tools for recruiting and Roku developer experience; supported junior and mid-level developers and interviewed candidates.

Jun 2012 – May 2015

iAm Studio S.A.S. · Lead Developer

- Shipped an Android battery-optimization app, then Android features in video, image processing and AI; moved to frontend for an OTT streaming product.
- Led the team and made technical decisions on client projects, including the Caracol Play smart-TV app.

// FREELANCE & INDEPENDENT WORK

Ongoing

Independent product development · Full-stack developer

- Built and run a production full-stack TypeScript app on Remix, React, Prisma and PostgreSQL, with auth, admin tooling, i18n and transactional email.
- Migrated its infrastructure from AWS (ECS Fargate, Cognito) to Vercel and Supabase PostgreSQL.
- Set up a full quality pipeline: Vitest, Testing Library, Cypress end-to-end tests, MSW API mocking, Zod validation and Prometheus metrics; built with Claude Code and custom skills.
- Built a React app on Firebase (Cloud Functions, Realtime Database, Remote Config) with Ant Design, deployed through GitHub Actions.

2026

World Vasectomy Day · Data & CRM Engineer, freelance

- Migrated ~10,800 contacts from Clientify to HubSpot with a Python classification pipeline.
- Ran a Google Workspace domain migration for ~70 corporate email accounts.

// AWARDS

Hackathon winner, Transfix. As the team's only developer, built a map of a customer's lanes with arrows colored by risk, from risk and carrier-history data; design later shipped it as icons in the lane list.

Game development contest winner, 2015. Won with a game designed around the player experience: easy to learn, intuitive to control and enjoyable to play.

// SKILLS

Frontend: React, TypeScript, Vite, MUI (advanced), Storybook, Apollo Client, GraphQL, Redux, React Native, Next.js, Remix, d3.js, Tailwind CSS, Radix UI, Ant Design, Vue, Ember.js, Module Federation, WebSockets, Figma

Backend & data: Node.js, Ruby on Rails, Express, Prisma, PostgreSQL, Supabase, Firebase, MongoDB, Zod, Python

Cloud & DevOps: AWS (S3, ECS Fargate, Cognito), Vercel, Docker, GitHub Actions, Turborepo, npm workspaces, Datadog RUM

Quality: Playwright, Vitest, Testing Library, Cypress, MSW, test planning

AI tooling: Claude Code, AI agent skills for automated QA

Ways of working: Scrum and agile, technical leadership, mentoring, hiring interviews

// OPEN SOURCE

`graphql-codegen-mock-builder`: GraphQL Code Generator plugin that generates typed, faker-powered mock factories per schema type and per query. TypeScript, Vitest, published on npm via GitHub Actions.
`storybookjs/addon-designs`: Merged fix to Storybook's official addon. PR #237 and follow-up #238.

// SELECTED PROJECTS

PlayStation Vue · Sony Competition Center · Fox promotional apps · Morningstar legacy migration · Caracol Play · ecommerce for Sears and Jet

// EDUCATION & LANGUAGES

Multimedia Engineering, Universidad Militar Nueva Granada, 2009–2014

Spanish (native) · English (fluent, professional)