

Juan Antonio Díaz Fernández

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Software Developer, leading the development of complete web applications that integrate both frontend and backend. I have worked on creating forms, interfaces, validations, DTO handling, and building RESTful APIs, as well as deploying applications on Linux servers using Docker.

SKILLS

- Programming Languages: Python, Bash, JavaScript, HTML, CSS, TypeScript, C#.
- Frameworks: NodeJS, NestJS, FastAPI, Express, Angular, Astro, Flutter, React.
- Databases: MySQL, PostgreSQL, MongoDB.
- Cloud: Azure, Cloudflare, Firebase.
- Tools: Git, Github, Docker, Podman, Virtual Machines, Linux, VPN Config, Nginx, JWT, CI/CD, Kubernetes.

WORK EXPERIENCE

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July 2025 - Present

Web Developer

- Developed a complete payroll web application with a strong focus on usability and UX/UI best practices to ensure an intuitive user experience.
- Performed server hardening on Linux (AlmaLinux), including port restriction, Fail2Ban configuration, SSH key-based authentication, OS auditing, process monitoring, and resource management.
- Built a Raspberry Pi cluster interconnected to run containerized services, functioning similarly to a lightweight Kubernetes environment with redundancy and load distribution.

Freelance

October 2024 - Present

FullStack Developer

- I developed a web application for an agriculture company to manage purchase and sales invoices, seed inventory, crop history, harvests, packaging, and distribution.
- I implemented CI/CD practices with GitHub Actions and Container Registry, optimizing deployment times.
- I led the development of a payroll application responsible for employee management, salary calculations, deductions, benefits, and generating payroll receipts.
- I built a landing page for a canine competition platform using Astro framework, focusing on fast load times, UX/UI principles, and an optimized user experience.
- I developed a geolocation application focused on displaying properties or points of interest associated with each user's company. I also integrated Machine Learning algorithms (K-Means Clustering) to group crime data, reducing information overload on the map interface and improving overall user comprehension.
- I handled the administration and configuration of Linux servers, including services such as MeiliSearch and Matrix, and developed a recurring database backup system using Python, CRON and Docker.

HomeLab

DevOps

- I implemented a HomeLab using a Raspberry Pi as a local server, creating a dedicated environment for testing and continuous learning.
- I configured multiple services using containers (Podman and Docker):
 - Pi-hole: An ad-blocking and local DNS solution.
 - My website: The place where my personal web page is hosted (<https://fuanito.me>).
 - Minecraft: I deployed Docker-based Minecraft servers, using Playit to allow anyone outside my local network to connect, and implemented automated world backups for data protection.

Leading Tech

January 24 - July 24

Web Developer & QA

- Web developer specialized in Angular and NestJS, with experience in both frontend and backend development. I also worked as a tester using Jest for unit and integration testing. I followed the Scrum methodology as part of the development team, contributing to a project for a company focused on polygraph-related solutions.

Virtual Reality Laboratory (UACH)

February 23- December 23

Virtual Reality Developer

- I collaborated as a Virtual Reality Developer at the Engineering Faculty of UACH for one year. I used Unity as the primary platform to create immersive VR experiences. The project aimed to train workers—specifically automotive mechanics—in a virtual environment where they could learn and practice safely.
- I developed the laboratory's website using Angular, applying UX/UI principles to help future members understand the VR/AR workflow and overall functionality of the lab.

EDUCATION

Universidad Autónoma de Chihuahua

Computer Science Engineer

Chihuahua, México

August 20 - November 24