

Diego Castillo

Frontend Lead Engineer | React · TypeScript · Next.js | High-Performance Web Architectures | Tech Team Leadership

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SUMMARY

Frontend Lead Engineer with 7+ years building high-performance web systems. Currently leading 6–12 engineers at ConLuc Corp., delivering 8 modules across 2 apps (CRM + business logic platform) with 70% unit test coverage and zero production breaking changes in 9 months. Specialized in React/TypeScript, Design System architecture, and engineering leadership. 2nd place — Maracaibo Innova 2021. Researching AI-integrated SDLC for a Master's thesis.

TECHNICAL SKILLS

Frontend:	React, Next.js, TypeScript, Astro, Zustand, Zod, React Query, Tailwind CSS, Vite, Vue 2/3
Backend:	Node.js (Express / NestJS), PHP (Laravel / CakePHP), Strapi CMS, RESTful APIs
Cloud:	AWS, Python (Scrapy / Pandas / pipelines), Git, Husky, ESLint, Prettier
Practices:	Trunk-Based Development, Design Systems, Integration Testing, Scrum, AI-automated docs
Emerging:	Augmented Reality (Canvas + MindAR), Web3 / MetaMask / Polygon, QML

WORK EXPERIENCE

Frontend Lead · ConLuc Corp.

Oct 2025 – Present · 9 mo

México · Remote

- Lead a 6–12 engineer team delivering 8 modules across 2 applications (CRM + business logic platform) including a full auth system, coordinating sprints, code reviews, and DoD standards.
- Architected the frontend stack from scratch (React, TypeScript, Zustand, Zod, React Query, Vite, Trunk-Based Development) and built a custom Design System (MUI-scale) — achieving 70% unit test coverage with zero production breaking changes across 9 months.
- Designed API integration contracts with the Backend Lead using Zod schema validation, intercepting a critical API value deletion before it reached production.
- Implemented AI-automated per-component documentation generation and code quality tooling (Husky, ESLint, Prettier).

Software Engineer Senior · TagWizz

Apr 2024 – Jun 2026 · 2 yr 3 mo

Ciudad de México · Remote

- Architected a white-label multi-tenant LMS (React + NestJS), delivering 2 independent brand deployments — hospitality and tech/finance verticals — in 3 months, with 47 active users on day-one launch.
- Co-developed an AI-powered video analysis tool for a 36-person QA team, designing a timeline-based video editor UI (QML + Python) replacing manual video review.
- Migrated legacy Laravel/PHP platforms from 0% to 80% SEO coverage, with a peak of 3,000+ views in a single day post-launch.

Software Engineer / Full-Stack Developer · TagWizz

Jan 2023 – Apr 2024 · 1 yr 4 mo

México · Remote

- Integrated MetaMask wallet with the Polygon network into mobile gaming platforms, enabling in-game crypto purchases with end-to-end blockchain security.
- Built CRM and management views for a "Pay-for-Game" mobile platform published on the App Store, using high-performance Vue components connected to production backend services.
- Established development standards, SEO strategies, and AWS deployment pipelines for multiple corporate clients.

Web Developer · TagWizz

Jun 2022 – Jan 2023 · 8 mo

México · Remote

- Led early-adoption Vue 2 → Vue 3 migration of a live game CMS, eliminating 43% dead code through React-informed componentization and achieving 100% Design System unit test coverage.
- Engineered the frontend architecture for a high-traffic gaming analytics system; took ownership of UX decisions and cross-team communication — resulting in internal promotion in 8 months.

Full Stack Developer · Freelance (Self-employed)

Jun 2019 – Present · 7 yr

Venezuela · Remote

- Architected WordPress ERP and inventory systems managing 10,000+ SKUs for retail brands, handling 7,000–15,000 daily visits after Cloudflare filtering.
- Currently building an end-to-end import/inventory platform (Strapi + Astro SSR) with AI-powered product data completion, reducing warehouse mapping from 3 bimonthly audits to 1.
- Engineered 3 Python scraping pipelines: job listing aggregator, automated FX purchase bot, and a 15,000+ product scraper feeding directly into production WordPress inventory.
- Built a cross-browser extension (Chrome + Firefox) auto-extracting supplier invoice data, eliminating manual product entry into inventory systems.

Frontend Developer · Screen Media Group

Mar 2022 – Feb 2023 · 1 yr

Miami, FL · Remote

- Modernized client websites with custom WordPress builds and React components from Figma designs, achieving a 35% average organic traffic increase across all delivered platforms.

Software Development Engineer · Carbones del Zulia S.A. (CARBOZULIA)

Jan 2022 – Jun 2022 · 6 mo

Maracaibo, Venezuela · On-site

- Engineered a CakePHP ERP for a 10-person IT team, replacing 100% paper-based orders with auto-generated documents triggered by a single inventory entry.
- Migrated the system from a legacy prototype to a clean codebase, rewriting 80% from scratch and eliminating technical debt before production.

IT Manager · Disdibuca

Jan 2018 – Dec 2018 · 1 yr

Venezuela · On-site

- Administered SQL databases and managed internal IT systems, ensuring operational continuity of daily distribution workflows across departments.

EDUCATION

Master's Degree — Telecommunications Management & Project Management

Universidad Dr. José Gregorio Hernández · Jul 2023 – 2026 · High Honors · Thesis: AI-integrated SDLC methodologies combining NLP automation and agile iteration cycles.

B.S. Systems Engineering

Universidad Dr. José Gregorio Hernández · May 2017 – Apr 2022 · GPA 18/20 (Outstanding)

PUBLICATIONS

Artificial Intelligence in the Software Development Life Cycle

Castillo D., Hernandez J.A. — Demonstrates AI tools (GitHub Copilot, ChatGPT) accelerating coding speed by up to 55%.

Industry 4.0 vs Industry 5.0: Emerging Technologies in Digital Transformation

Castillo D., Hernandez J.A. — Comparative analysis of human-centered AI collaboration and sustainable industrial practices.

ACHIEVEMENTS & LANGUAGES

2nd place — Maracaibo Innova 2021 (State of Zulia) · "Dbot": AI NLP chatbot (Node.js + React + Brain.js) · **Spanish:** Native · **English:** Professional Working Proficiency