

# DIEGO VILLALOBOS PASCACIO

## FULLSTACK ENGINEER

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### Professional Summary

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Full Stack Engineer with experience building web and mobile applications that combine frontend development, UI/UX design in Figma, and scalable backend architecture. I have worked with Angular, React, and Next.js to translate Figma designs into production-ready interfaces, while also building RESTful APIs, interactive dashboards, and data-driven features. Experienced in Agile/Scrum environments and cross-functional collaboration with design and backend teams.

### Professional Experience

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#### Full Stack Developer Intern

October 2024 – April 2025

*Nanti System S.A de C.V*

*Remote*

- Developed interactive business dashboards using Angular, improving visibility into key operational metrics and significantly reducing manual reporting efforts for internal teams and clients.
- Architected and refactored critical REST API endpoints using Node.js, achieving a 60% reduction in response times and enhancing real-time dashboard performance for enterprise-level data processing.
- Translated Figma UI/UX designs into production-ready Angular components with pixel-perfect fidelity across mobile and desktop platforms, reducing rework and improving delivery consistency.
- Optimized database queries and implemented caching strategies, improving system scalability for high-traffic applications.
- Implemented accessibility standards (WCAG 2.1) and reduced initial load times from 3.0s to 2.2s on mobile devices, achieving a 30% improvement in user engagement metrics.
- Contributed to platform modernization initiatives, developing scalable solutions for data visualization and operational reporting dashboards.

#### Freelance Full Stack Developer

September 2025 – Present

*Independent*

*Remote*

- Built and deployed a full-stack web application using Angular, Tailwind CSS, Express.js, and MongoDB, covering frontend architecture, REST API design, and database modeling.
- Delivered end-to-end features aligned to client requirements, maintaining iterative feedback loops and stakeholder communication throughout the development cycle.

### Achievements

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#### Hult Prize – National Finalist | *UI/UX Design & Frontend Development*

May – 2026

- Served as UI/UX Designer and Frontend Developer for the national finalist team, designing the full product experience in Figma and translating designs into a functional, production-ready web interface.
- Led the design-to-code workflow, ensuring visual consistency and technical feasibility across all platform screens.

#### NASA Space Apps Code Challenge | *Three.js, React, Tailwind CSS*

October 2024

- Co-developed an immersive 3D educational platform using Three.js for astronomy visualization, targeting indigenous communities with multilingual support and accessibility features.
- Integrated gamification elements and culturally relevant content delivery systems to improve digital literacy and educational outcomes.

### Technical Projects

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#### Social Network App | *React Native, NestJS, Supabase*

January 2025

- Built a full-stack mobile application featuring real-time user interactions, post management, and social networking capabilities.
- Designed and implemented a RESTful backend architecture using NestJS with Supabase integration for authentication and data persistence.
- Applied clean code principles and modular architecture patterns to ensure scalability and maintainability for future feature development.

### Skills & Technical Tools

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**Frontend:** React.js, Vue.js, Next.js, Angular, TypeScript, JavaScript, HTML5, CSS3, Tailwind CSS

**Backend:** Node.js, NestJS, Express.js, Java, C++, C#

**Databases & Cloud:** MySQL, PostgreSQL, MongoDB, Supabase

**Design:** Figma, UI/UX Design, Prototyping, Design Systems

**Tools:** Git/GitHub, REST APIs, Docker, Agile/Scrum

**Languages:** Spanish (Native), English (Conversational)

### Education

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#### University La Salle Oaxaca

*Bachelor of Science in Software Engineering*

August 2023 – July 2027

*Expected Graduation July 2027*