

DIEGO VILLALOBOS PASCACIO

SOFTWARE ENGINEER

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Professional Summary

Software Engineering with hands-on experience developing web and mobile applications using JavaScript and TypeScript. Comfortable building responsive interfaces, REST APIs, and data-backed product features with Angular, React Native, Node.js, and Supabase. Interested in full-stack product development, UI/UX implementation, and AI-powered applications.

Professional Experience

Full Stack Developer Intern

October 2024 – April 2025

Nanti System S.A. de C.V.

Remote

- Developed and maintained Angular components for operational dashboards, helping internal teams visualize business and reporting data.
- Contributed to the development and refactoring of Node.js REST API endpoints used by dashboard features.
- Translated Figma designs into responsive Angular interfaces for desktop and mobile views, collaborating with design and development teammates.
- Supported query optimization, caching, and accessibility improvements across web platform features.

Achievements

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

May 2026

- Designed the product experience in Figma and implemented the team's web interface as part of a national finalist team.
- Connected design decisions with technical feasibility to maintain consistency across the platform's screens.

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

October 2024

- Co-developed an interactive 3D educational experience for astronomy visualization, with multilingual and accessibility considerations for indigenous communities.
- Built frontend features using React, Three.js, and Tailwind CSS during the hackathon.

Personal Projects

WalletFlow | React Native, TypeScript, Expo

2026

- Built a personal-finance application for recording and organizing income and expense data.
- Structured the project with reusable application modules and TypeScript configuration to support maintainable feature development.

FormApp | React Native, TypeScript, Expo, Tailwind CSS

2026

- Developed a mobile application for completing structured inspection forms in a field-work context.
- Implemented a maintainable project structure and a reusable form definition format for inspection workflows.

Skills & Technical Tools

Frontend: Angular, React.js, React Native, TypeScript, JavaScript, HTML5, CSS3, Tailwind CSS

Backend: Node.js, NestJS, Express.js, REST APIs

Databases & Services: PostgreSQL, MySQL, MongoDB, Supabase

Design & Deployment: Figma, UI/UX Design, Prototyping, Vercel

Tools: Git, GitHub, Agile/Scrum

Languages: Spanish (Native), English (Conversational)

Education

University La Salle Oaxaca

B.S. in Software Engineering

August 2023 – July 2027

Expected graduation: July 2027