DIEGO GOMEZ LEDO

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Software engineer with 5+ years of experience building secure, scalable applications across logistics, cybersecurity, and public-sector domains.

Areas of Expertise

- Specialised in the **Node.js** ecosystem, including **JavaScript/TypeScript**, **React**, **Next.js**, **Angular**, **Astro**, **Nest.js**, **TypeORM** and **Prisma**.
- Expertise in **microservices**, the Backend-for-Frontend **(BFF)** and **REST API** development using **Clean Architecture**, Domain-Driven Design **(DDD)**, Test-Driven Development **(TDD)** and object-oriented programing **(OOP)**.
- Proficient in data management and data modeling with **MySQL**, **PostgreSQL**, **Elasticsearch** and **SQLite**.
- Strong foundation in Specification-Driven Development **(SDD)**, integration of AI solutions (**RAGs** and **MCPs**) and development acceleration with AI assistants (**GitHub Copilot**, **Claude Code** and **Open Code**).
- Containers virtualisation with **Docker** and **Kubernetes.**
- Working knowledge of **Laravel (PHP)**, **Django (Python)**, **Tauri**, **Vite**, **Vitest** and **Rust**.

Professional Experience

Airpharm Logistics – Software Engineer · 04/2026 – 08/2026 (5 months)

Designed and established modular architectures for 4 logistics applications, reducing cross-dependencies across systems.

- Built dynamic management tools using **Angular** along with **BFF** layers in **NestJS** to orchestrate underlying **microservices**.
- Panned and developed a real-time notification microservice based on Server-Sent Events **(SSE)**, processing asynchronous events streamed via **Kafka**, slashing inbox delivery latency from 5 min to <1 s and cutting redundant polling.
- Optimised the software development lifecycle by ~22% using AI tools while adhering to Human-in-the-Loop principles.

DLTCode – Software Developer · 06/2024 – 02/2026 (1 year 9 months)

Led the built of three core projects focused on high performance, high throughput traffic management and continuous data processing. Identified and integrated new solutions while defining software architecture and deployment strategies.

- Collaborated on the design and implementation of a cybersecurity analytics Software as a Service **(SaaS)** using **Next.js** and **NestJS**, leveraging **BullMQ** and **Redis** for parallel and batch processing, **PostgreSQL** for data storage, and **MinIO** (**S3**-compatible) for binary storage; reduced processing time by 15% and ensure 99.9% availability.
- Architected software solutions for the public sector.
- Researched and integrated **generative AI** solutions utilising **MCPs** and **RAG** pipelines to streamline data analysis processing and enhance report generation.
- Modernised the end-to-end testing framework by adopting **Vitest** and **Stagehand**.
- Audited an undocumented legacy **Django** project, refactoring and optimising the codebase within one week to achieve production readiness.

CNTravel – Full Stack Developer · 04/2022 – 06/2024 (2 years 3 months)

Engineered a web application to aggregate and display products sourced from diverse third-party provider **APIs**; maintained internal management tools built with **.NET** while architecting migration paths to modernise the stack.

- Created a modular **REST API** with **Node.js** to synchronise and consume (**ETL**) data across diverse vendor **APIs**, effectively absorbing traffic spikes and reducing query times by 30%.
- Conducted database benchmarking to identify performance bottlenecks, refactoring the **Node.js** layer and migrating the ORM to **Prisma** to streamline data lifecycle management and optimise query performance.

DLTCode – Junior Software Developer · 07/2021 – 04/2022 (10 months)

Developed web applications using **React** and **Laravel**, authored **Python** scripts for cybersecurity data analysis, and utilised **Elasticsearch** for high-performance data querying and management. Built mobile application prototypes and conducted exploratory testing using **Flutter** and **Ionic**.

Education

CIFP A Carballeira – Ourense
Associate Applied Science in Multiplatform Development (Técnico Superior DAM / EQF 5) · 2020 – 2021

CIFP A Carballeira – Ourense
Associate Applied Science in Web Development (Técnico Superior DAW / EQF 5) · 2018 – 2020

Certificates

2026 · **Python + Agents** · Microsoft

2026 · **Google AI professional** · Google

2024 · **Node.js Advanced concepts** · Udemy

2021 · **Microsoft Azure AI Fundamentals** · Microsoft

2020 · **Full Stack Developer Course** · Imatia

Personal projects

Scroll Smith – 2026

A DnD character manager for generating relevant character cards. A monorepo built with **Vite plus** featuring an API using **Hono** alongside **Drizzle**, a front-end with **React**, and an **MCP** to facilitate agentic creation.

Chip 8 Emulator – 2026

An emulator built with **Rust**, using **minifb** for graphics and **rodio** for audio.

Teletext – 2026

CLI modular app to mock never-old Teletext using Node.js and Ink.

Beat Dragon – 2022

A beat'em up game inspired by retro games like Magic Sword, combining 2d and 3d graphics. Developed in Unity for a month-long game jam.

Languages

English (advanced), Spanish (native), Galician (native)