

# Daniel Durán García

Information Technology Engineering Student – Minor in Software Development and Architecture

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## PROFESSIONAL PROFILE

Information Technology Engineering student with an interest in software development, especially backend. Teaching assistant in Object-Oriented Programming and Data Structures, with experience in Java and C++. Possesses basic knowledge of SQL/NoSQL databases and Git and Docker.

## ACADEMIC BACKGROUND

### Information Technology Engineering – Software Development and Architecture

2022 – Present

Universidad Católica del Norte, Coquimbo

Relevant courses: *Software Patterns, Non-Relational Databases, Software Engineering, Databases, Data Structures, Object-Oriented Programming, Programming, Networks.*

### Intermediate Level Technician in Administration with a specialization in Human Resources

2018 – 2021

Liceo Bicentenario Instituto de Administración y Comercio Estado de Israel, Coquimbo

## ACADEMIC EXPERIENCE

### Music streaming platform

Aug 2025 – Dec 2025

Universidad Católica del Norte

- A platform inspired by YouTube Music with a microservices architecture. Backend development using Node.js, Nginx, and NoSQL databases (MongoDB, Redis, and Neo4j).

### E-commerce

Aug 2025 – Dec 2025

Universidad Católica del Norte

- Monolithic platform with full stack development using TypeScript (Node.js), React and SQL/NoSQL databases (PostgreSQL and MongoDB).

### Teaching Assistant – Data Structures

Aug 2025 – Dec 2025

Universidad Católica del Norte

- Support in C++ and reinforcement of data structures: lists, stacks, queues, trees and graphs.
- Review of workshops and verification of the correct use of data structures.

### Teaching Assistant – Object-Oriented Programming (Java)

Mar 2025 – Dec 2025

Universidad Católica del Norte

- Support in Java, OOP, collections, inheritance, design patterns and graphical interfaces.
- Review of workshops, UML and documentation.

### Project Assistant – Advanced Programming Project

Aug 2024 – Dec 2025

Universidad Católica del Norte

- Support in the development of video games in graphics engines and implementation of WebSocket connections and Arduino devices with sensors.

## TECHNICAL KNOWLEDGE

**Software Development:** Monolithic and microservices architecture, design patterns, Docker (basic) and React (basic)

**Programming:** Python, Java, C++, TypeScript, JavaScript, data structures, algorithms and OOP.

**Data Bases:** PostgreSQL, MongoDB, Redis and Neo4J.

**Systems:** Git (self-directed learning) and Docker (self-directed learning)

**Tools and Systems:** Git (self-directed learning), Docker Desktop, MongoDB Compass, Microsoft Office.

*Knowledge acquired through academic use, teaching assistantships, and self-directed practice.*

## COMPETENCIES

**Technical Communication** – Ability to explain complex concepts in a clear and accessible way.

**Problem Solving** – Analytical approach to diagnosing and solving technical challenges.

**Continuous Learning** – Self-taught, motivated to stay up-to-date with emerging technologies.

**Teamwork** – Experience in collaborating on academic projects and participating in the Student Center (2023-2025).

## WORK EXPERIENCE

Serene – Green Wall

Ene 2024

Seasonal Support – Comercial ECCSA S.A.

Dic 2022

Intermediate Level Technical Internship – Ferretería Sademat

Dic 2021 – Feb 2022

*Available for professional practice: Jan – Mar 2026 (360 hours)*