

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)