i'm luz saavedra,
a **software engineer**

@vandriodd

contact

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skills

- Problem Solving
- Time management
- Scrum and Kanban
- Team Work
- Organization
- Web Development
- UX/UI Design
- Branding

technologies

- NextJS (React)
- Typescript
- Node.js
- SQL
- Express.js
- Figma, Adobe Creative Suite
- HTML, CSS, Javascript
- TailwindCSS

about me

I'm a passionate developer with over two years of experience in the field, with a focus on creating clean and user-centered interfaces. With a strong foundation in programming and a background in UX/UI design, I use creativity to turn ideas from design to code.

my **experience**

DGamerStudio LLC

frontend developer – ingame ui | Apr 2025 - Present

Currently focused on developing in-game user interfaces using React and Cohtml. Collaborating with designers and developers to redesign the game's UI, enhancing both visual quality and player experience.

DGamerStudio LLC

frontend developer – cms | Dec 2024 - Apr 2025

Worked on the internal CMS of the product, building admin interfaces with React. I collaborated with a backend team to create UX/UI prototypes in Figma to support new features.

my latest **projects**

mcobro

Website for Uruguayan medical staff, designed as a financial tool. Includes a built-in agenda to schedule work and generate invoices with automated calculations.

linkly

A web app to shorten, share, and manage custom links. Includes a dashboard with public/private link settings and view tracking.