



CV — Design & Technology

Focused on software systems, interaction design, and technical direction.

DIEGO MADERO ISLAS · EN

Profile

Artist-designer and systems builder working between software, sonic practice, and material research. I design and implement tools, interfaces, and collaborative structures that connect cultural intuition with technical rigor.

Focus Areas

- Interaction and system design for cultural and educational contexts.
- Prototyping and shipping web tools with a strong editorial layer.
- Cross-disciplinary research in music, archives, and symbolic systems.

Selected Roles

Independent Practice — 2018–Present

- Developed bilingual digital platforms, portfolios, and publication systems.
- Built maintainable front-end architectures in Astro and modern web stacks.
- Directed visual and structural languages across multiple long-term projects.

Cultural and Educational Collaboration — 2013–Present

- Designed workshops and pedagogical material around art, technology, and process.
- Facilitated collaborative research environments for interdisciplinary teams.

Capabilities

- Design: information architecture, editorial UI, design systems.
- Technology: Astro, TypeScript/JavaScript, content-first workflows.
- Direction: concept framing, project narrative, transdisciplinary strategy.

Education and Ongoing Study

Self-directed trajectory across artistic experimentation, software development, and cultural inquiry, informed by collaborative projects, archival practice, and long-term applied research.