

Daniel Cano Robledo

Product Engineer with +4 years of experience
Madrid, Spain

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Professional Summary

I am a product engineer passionate about turning **user-stories** into impactful, high-quality features. With a solid foundation in full-stack development and a background in the video game industry, I bring a unique focus on user empathy, **product thinking**, and seamless interaction design. Skilled in **Agile methodologies**. Leveraging **SOLID principles, design patterns, and TDD**, I ensure reliability and smooth releases. Experienced in **cross-functional collaboration**. I take end-to-end ownership of product features from ideation to deployment.

Work Experience

Product Engineer - *BrytSpace* | Madrid, Spain | 2025 - Present

- Implemented a custom front-end architecture from scratch using **React, Axios, and Zubstant** to increase the feature-creation speed by **66%**
- Built a library of reusable and custom UI components using **React and TypeScript**. Decoupling the style from the logic and allowing for **frictionless collaboration**
- Set up and led the product management pipeline using **Notion and Scrum**. Creating a predictable yet flexible workflow, decreasing the user-story deploy cycle by **25%**

Co-Founder & VP of Product - *GrowTale* | Madrid, Spain | 2025 - Present

- Led the product-management workflow with a team of 6 people, highlighting a user-story-focused **agile** methodology, supported by a **Firestore** metrics system to constantly test and validate value hypothesis
- Integrated the TDD & CI/CD methodology in **Github Actions, Docker & Kubernetes** for both testing and guiding the design process, resulting in a more robust and clean architecture, while reducing delivery time to just **45 seconds**.

Product Engineer - *Pendulo Studios* | Madrid, Spain | 2022 - 2024

- Designed and implemented a dynamic haptic-feedback system using Unreal Engine and **C++**, that allows all team members to configure the mechanic without interfering with one another.
- Developed a Character Viewer mechanic using **C++**, featuring a decoupled system, which allowed for a **0%** friction pipeline between the art, design, and programming teams.

Software Engineer - *TAIGER* | Madrid, Spain | 2021

- Developed and deployed two module customizations using **Java and Docker**, reducing license consumption by **50%**.
- Created **Python** automation scripts to streamline testing and deployments, decreasing delivery time by **75%**.

Education

Bachelor's Degree in Computer Science & Engineering
University Carlos III of Madrid | 2018 - 2022
- **Honor award** obtained in the final thesis

Skills

Front:

React, TypeScript, Zubstant, TailwindCSS, Kotlin, Jetpack

Back:

Java, Spring Boot, MySQL, Docker, Kubernetes, Python, Django

Management:

Scrum, User-Stories, Notion, JIRA, Figma, Git, TDD, CI/CD

Projects

Content Creation Business

Social Media

[Channel](#)

- Lead a content creation team for **+2 years** while creating pipelines to assure a constant flow of **+5 pieces per week** about design, programming, and management.
- Developed an online **C#** programming [course](#) featuring 20+ lessons, animated explanations, and hands-on projects.

Certifications & Languages

Spanish: Native

English: Fluent (B2 Cambridge)