

# Jefferson Abreu Martinez

Software developer with experience in creating scalable APIs and microservices using C# and ASP.NET. I have developed projects such as KuhakuAPI, which integrated multiple streaming data sources, improving the accessibility of series and movies information. I seek to apply my skills in web scraping, secure authentication and automation to solve complex challenges and optimize processes in dynamic development teams.

Translated with DeepL.com (free version)

✉ jefferson@abreuhd.com

☎ +18094910570

🌐 abreuhd.com

- <https://www.linkedin.com/in/abreuhd/>
- <https://github.com/abreuHD/>

## SKILLS

- Backend Development: C#, ASP.NET, Entity Framework, AutoMapper, Swagger, JWT, Microservices, Identity Framework, Node.js, Java.
- Frontend Development: Angular, SignalR.
- Mobile Development: Kotlin, Ionic.
- Web Scraping: Tools such as Puppeteer, Skrape{it}, Jsoup.
- Tools and Technologies: SQL Server, Jenkins, SonarQ, Docker, GitHub, Visual Studio.
- Software Architecture: Onion Architecture, SOLID Principles.

## Experiencia Laboral

### Infosyp (ClaroDOM)

Developer - Claro Dominicana

Nov 2023 - Presente

- Collaborating in the maintenance and support of enterprise applications, using microservices to optimize the scalability and efficiency of the systems. I implement continuous integrations and automation using Jenkins, and manage upgrades and bug fixes to ensure application performance. In addition, I collaborate in the implementation of new requirements according to the needs of internal customers.

### CyberWarrior Academy Intern

Dev Intern

Feb 2023 - Agosto 2023

- I collaborated in a multidisciplinary team to design and develop web pages and applications focused on improving the learning experience of cybersecurity students. I implemented optimized solutions that facilitated technical training and access to specialized educational resources.

## Formación Académica

### Instituto Tecnológico de Las Americas | ITLA

Software Development Technologist

2021 - 2023

- Accreditation Board for Engineering and Technology Accreditation

### Universidad del Caribe | UNICARIBE

Software Engineering

2024 - Presente

## Proyectos

### Kuhaku API

- KuhakuAPI is an API developed in C#/.NET that performs web scraping to extract data from various streaming platforms, such as Cuevana. The API integrates this information with sources such as TMDB, providing access to movies and series. It uses modern technologies such as Swagger for documentation, JWT for authentication and AutoMapper for data transformation. In addition, it follows clean development principles such as SOLID and uses Entity Framework to manage data efficiently.

## **Auth**

- Auth is a NuGet package designed to simplify the implementation of the Identity Framework in ASP.NET applications. It allows to quickly configure authentication, authorization and role management, integrating features such as JWT and email services. Its objective is to make it easier to implement login and resource protection functionalities, optimizing the authentication process in backend applications.

## **Bidehan**

- Bidehan is a lightweight and efficient .NET library designed for web scraping video streaming sites such as Fembed and Streamvideo. Its main function is to extract direct URLs in MP4 format from videos hosted on these platforms, which makes it useful for creating automated workflows, downloading tools or integrating videos into applications with their original sources.

## **Bideo Rinku**

- Bideo Rinku is a Windows Forms application that performs web scraping of video content from sites such as Streamtape. It allows users to view the extracted videos in VLC Media Player and adds Discord Rich Presence functionality. The project is designed to be simple, and more sites are planned to be added in the future. Users should add the path to the VLC executable in the configuration file.