Jose Samuel Felipe Reyes Elgueta

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Chilean

github.com/DunEideann/

Experience

Experience	
07/2021 – 03/2022 Santiago, Chile	Software Developer Perform role as a backend developer in the company SP Digital, mainly working with technologies such as Python, FastAPI, Postgresql, Docker, Saleor, among others.
03/2021 - 03/2021	Software Developer Creating a web page as a Software Developer. Technologies used: Python and Flask.
11/2020 - 01/2021	Fullstack Developer Developing a website for the SpellShot Games community. Technologies used: Python, Django and PostgreSQL.
06/2020 - 11/2020	Videogame Developer Developing CoronaWars game as part of a non-profit project in the SpellShotGames community. Technologies used: GML.
08/2018 - 03/2020 La Serena, Chile	Assistant Professor, Universidad de La Serena Teach physics classes to university students. Teaching in the area of physical sciences, specifically in courses on Waves, Mechanics I, Modern Physics and Physics for Chemistry.

Education

03/2016 – 07/2019 La Serena, Chile	4-semester studies focused on physical sciences and a thesis focused on teleparallel gravity.
03/2011 – 06/2015	Bachelor's Degree in Physics, Universidad de La Serena
La Serena, Chile	9-semester studies focused on physical sciences.

Languages

• Spanish (Native language) • English(C1) • German (A1)

Skills

Python
 Flask
 PostgreSQL
 Docker
 Kivy
 GameMaker Language (GML)
 CSS
 HTML5

Hobbies

Video games

One of my major hobbies is playing video games, be it single player or multiplayer.

Cooking and food.

I enjoy trying out new food and new flavors a lot, so I have also developed an interest for cooking, so I can create new dishes or variants to taste.

Science and technologies.

I like reading or watching interest news or topics I find from time to time regarding science and technologies.