RAFAEL ELMER HUAYNATE TRINIDAD

- AI SOFTWARE ENGINEER
- FULL STACK & AUTOMATION DEVELOPER
- GAMING ECOSYSTEMS

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PROFESSIONAL SUMMARY

A disruptive Software Engineer and AI Automation Developer redefining traditional development paradigms. I specialize in AI-Driven Development (AIDD), leveraging advanced LLMs (Gemini, Claude API) to build industrial-grade software in record time without compromising "handcrafted" code quality.

I reject conventional design bloat, replacing heavy software like Photoshop with optimized Canvas rendering to deliver premium, ultra-lightweight, high-performance interfaces. From academic excellence at SENATI to architecting network infrastructure and automation tools for elite content creators, my career is fueled by relentless self-taught learning and technical agility.

TECHNICAL STACK & CORE COMPETENCIES

- AI & Automation: Advanced Prompt Engineering, AI Agents, Workflow Automation, AI Voice Training (RVC), LLM Model Integration.
- Web Development: Laravel (PHP), React (V18), Vite, JavaScript/Node.js.
- Desktop Applications: Electron.js (V40.0.0), ASAR optimization, Auto-update implementation.
- Networking & Data: Socket.io (P2P Transfer), Firebase (Auth & Realtime DB), SQLite, MySQL.
- Digital Design: Premium UI/Asset creation via Canvas (high-efficiency resource management without Adobe dependency).
- Game Development: Unreal Engine (C++), Game Logic (Python/C#).

LANGUAGES

- Spanish: Native (Professional & Technical Communication).
- English: (A2/B1 - Intermediate): Proficient in reading technical documentation, conducting international forum research, and programming command syntax.

RELEVANT EXPERIENCE & PROJECTS

Independent Developer | AI & Infrastructure Solutions

- Industrial Monitoring (Laive): Developed a real-time web-based production monitoring system to track phase timing and industrial efficiency on factory-floor displays.
- Workflow Optimization (----): Engineered a local network infrastructure for a design/manufacturing firm, facilitating P2P file transfers and real-time job status updates.
- Streamer Automation (Fluxy): Built a desktop ecosystem for content creators using Electron.js, integrating real-time chat commands with YouTube Music and AI-voiced chatbots.
- Game Development: Designed and deployed web-based and PC game prototypes in Unreal Engine, focusing on optimized performance and complex logic.

EDUCATION & CERTIFICATIONS

- SENATI: Degree in Game Development & Augmented Reality (In progress - 4th Semester).
- Self-Taught Mastery: Advanced certification and deep-dive research into AI-Assisted coding and LLM implementation.

PORTFOLIO AND CONTACT

Explore my projects and live demos here: https://portafolioweb-production-1fd2.up.railway.app/