Gustavo J. Hornedo

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SKILLS & INTEREST

- **Programming Languages:** Python, JavaScript, C, Bash, SQL   **Languages:** Spanish (Native Speaker), English (Fluent)
- **Libs/Fwk:** React, Django, Fabric   **Tools:** Git, Gitlab, Vim, Docker, VirtualBox, Linux, Valgrind, MySQL
- **Skills:** Problem solving, mathematical aptitude, self-development, autodidacticism, memory management, Test Driven Development (TDD), OOP, unit testing   **Learning:** AWS, Terraform, Kubernetes, ArgoCD

EDUCATION

Holberton School   San Juan, Puerto Rico
Software Engineering – Foundations   September 2020 - June 2021
- Graduated from a 9-month program focused on the foundations of computer science and software engineering, including low-level programming & algorithms, high-level programming & databases, web development and networking
- Relevant Projects: AirBnB Clone, Not So Simple Shell, printf, and Search Algorithm among others
- GPA: 145/200; Ranked #1 in the class
- Accolades: Lead Student Tutor – second in command for education guidance

U.S. Army Aviation Center of Excellence   Fort Eustis, Virginia
UH-60/CH-47 Helicopter electrician 15F10   May 2013 – August 2013
- GPA: 99/100   ▪ Accolades: Distinguished Graduate, 128th Brigade Coin of Excellence

University of Puerto Rico – Mayagüez Campus   Mayagüez, Puerto Rico
Computer Engineering   August 2010 – December 2012
- Credit hours completed: 96 hours
- Relevant Coursework: Data structures, Advanced Programming, Structure and Properties of Programming Languages, Logic Circuits, Calculus I – III, Engineering Applied Mechanics

WORK EXPERIENCE

Cultivate, *AI-Powered Coaching Platform -> acquired by* **Perceptyx** in February 15   (remote) San Francisco, California
Software Engineer - React & Django   *July 2021 - present*
- Wrote handler functions & templates for emails and Slack & Teams bots notifications with user specific data being fetched through RESTful APIs and setting cache key locks
- Provided front-end support to the AI/Data team when adding new features, toggling features based on user flags, logged every user interaction and fed back to their models the Like/Dislike and Accurates/Inaccurate feedback from the users.
- Implemented internalization (i18n) through the app while continuously adding and updating unit-tests and integration tests

Holberton School, *Software Engineering School*   San Juan, Puerto Rico
Lead Student Tutor   November 2020 - August 2021
- Helped students on a daily basis to understand key concepts of the curriculum by whiteboarding, live coding events and guiding students through resource materials
- Provided IT assistance to the School campus including, but not limited to, configuring a Wi-Fi mesh network, wiping computers, and coordinating with other student tutors to assist the Lead Instructor with daily operations

Boys and Girls Club, Las Marias   San Juan, Puerto Rico
Activity Leader, Programming Summer Camp for High School students   June 28, 2021 - July 9, 2021

Puerto Rico Army National Guard   San Juan, Puerto Rico
Aircraft Electrician (MOS 15-F)   December 2012 - December 2018
- Troubleshot, diagnosed, repaired, and provided preventive maintenance to the electrical systems of the Sikorsky UH-60 helicopter and its nickel-cadmium batteries

SOME PROJECTS

Clock-In   https://github.com/angel19951/clock-in
Job Hunting and Job Posting website hosted on AWS Lightsail, served by NGINX and managed with Python's Flask   June2021
- Designed and implemented RESTful API for communication and data retrieval between our front-end and our database. Ajax used for making the requests and jQuery to display the search results without reloading the whole page
- Implemented and deployed dynamic page rendering using Jinja2 in order to populate the page with user specific data

AirBnB Clone   https://github.com/lord-gusarov/AirBnB_clone_v3
Built an AirBnB replica using Python, MySQL, HTML, CSS, JavaScript and Flask on an Nginx server   May 2021
- Wrote a CRUD command interpreter with two options for back-end storage engines; ORM with SQL or JSON File System
- Developed Fabric scripts for configuring and deploying a load balancer with multiple application servers enabling new server configuration, automatic versioning, and deployment to ensure zero down-time in the event of a catastrophic failure

Not So Simple Shell   https://github.com/lord-gusarov/simple_shell
A shell replica built in C   December 2020
- Designed and developed a shell with system calls, and zero memory leaks that could accept input from multiple commands with signal handling