

Miguel Angel Cuellar Velandia

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Professional Summary

Software Engineer graduate from Universidad Surcolombiana with solid knowledge in Astro, Python, JavaScript, HTML, and CSS. Problem-solving oriented with a strong commitment to continuous learning and staying current with new technologies. Highly adaptable team player skilled in agile environments, focused on delivering efficient solutions on time and dedicated to constant professional growth within the technology sector.

Education

UNIVERSIDAD SURCOLOMBIANA , Software Engineer in Software Engineering – 2019 – 2024
Neiva, Huila, Colombia

FreeCodeCamp, in RESPONSIVE WEB DESIGN June 2023

Matlab Onramp , in MATLAB July 2021

Experience

Software Engineer, Boliglobos Latino – Neiva, Huila, Colombia

Technology solutions lead in charge of digital architecture and process automation to optimize company operations and sales

- Designed and developed the corporate website and E-commerce platform, centralizing the brand's digital presence
- Implemented and managed the E-learning platform using Odoo, streamlining digital training and content access
- Developed a custom digital certificate system integrated into the website, automating document generation and delivery
- Led the implementation of Escala (CRM) for communication workflows and WhatsApp automation, improving customer service efficiency
- Integrated the Odoo ecosystem to provide unified management for sales, learning, and web administration

Webmaster, Alcaldía de Neiva - Secretaría de TIC – Neiva, Huila, Colombia Aug 2022 – Dec 2023

Progressed from Intern to full-time Software Engineer within the Webmaster department, leading the modernization of institutional portals and user interface optimization.

- Led the modernization of the CSS architecture for the Secretary's web portals, enhancing User Experience (UX) and mobile responsiveness.
- Managed the maintenance and updates of critical content on the institutional website following Digital Government standards.

Programming Instructor (LUA / Roblox Studio), KODLAND – Remote Jan 2025 – Dec 2025

Technical instructor responsible for teaching programming fundamentals and game development to children, fostering logical thinking and technical creativity.

- Delivered interactive programming lessons using LUA and Roblox Studio, simplifying complex coding concepts for students aged 8 to 12.
- signed and supervised game development projects, guiding students through script implementation, mechanics, and environment design.
- Promoted the development of problem-solving skills and algorithmic logic using project-based learning methodologies.
- Managed student groups in a virtual environment, ensuring pedagogical goals were met while maintaining high engagement levels.

Projects

STAURANT – Personal Project

A gastronomic social platform designed for granular dish-by-dish rating and personalized culinary recommendations.

- Developed a unique rating system that allows users to evaluate specific dishes instead of general restaurant reviews.
- Built a social networking ecosystem connecting verified users with restaurant data through reliable statistics and real-time feedback.

CERTIYÁ – MACia

An automated digital certification system that eliminates manual processing through instant web-based generation.

- Engineered a scalable platform that allows users to generate and download official certificates instantly by entering their ID number.
- Integrated a Google Sheets backend for seamless data management, providing a secure and cost-effective solution for high-volume users.

Maintenance Reporting System – MACia

A technical documentation tool designed to automate service reports and track equipment maintenance history.

- Automated the generation of technical service documents, capturing client information, equipment brands, and assigned technician logs.
- Enhanced workflow traceability and professionalized reporting standards for technical maintenance departments.

Customer Management System – MACia

A self-service customer portal focused on reducing response times through automated information access.

- Developed a system allowing clients to access instant information about services and queries without human intervention.
- Significantly improved user experience by streamlining communication flows and reducing operational bottlenecks.

Skills

Programming & Web: Proficient in Astro, Python, JavaScript, HTML5, and CSS3; experienced in building responsive interfaces and server-side logic

Tools & Platforms: Advanced experience with Odoo (E-learning/E-commerce), Escala (CRM & Automation), Git, GitHub, and Roblox Studio (LUA)