

# Reynaldo Vega

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## EDUCATION

**Instituto Tecnológico y de Estudios Superiores de Monterrey**  
*B.S. Computer Science – GPA: 94/100*

Guadalajara, Mexico  
*Aug. 2018 – Dec. 2022*

## EXPERIENCE

### DevOps Engineer

Jan. 2023 – Present

*NXP Semiconductors*

*Guadalajara, MX*

- Strengthened the security of the company's primary website by implementing robust CSFR and XSS strategies, effectively mitigating the risk of cybersecurity attacks.
- Developed and deployed automated tools, APIs, libraries, and packages using Python, JavaScript, Bash and Docker to streamline internal processes and procedures, contributing to enhanced operational efficiency.
- Significantly contributed to the development cycle of virtual machines for a workforce of over 20,000 employees, enhancing the creation and management lifecycle through AWS, VMWare, RHEL, Ansible, Salt, Python, and automated pipelines. This initiative led to decreased deployment times on average and heightened efficiency in virtual machine lifecycle management.

### Software Engineer Intern

Aug. 2022 – Jan. 2023

*Toshiba Global Commerce Solutions*

*Guadalajara, MX*

- Made significant contributions to enhancing the company's CI/CD environments by optimizing internal procedures through the utilization of Jenkins, GitLab and Docker.
- Developed a Python-based API tool using Flask and Postgres that substantially improved the efficiency of manual test case creation within the company. Seamlessly integrated the API with a web application using React.js, leading to a significant reduction in the time required for creation, down from hours to just a few seconds.
- Led the implementation of an innovative Cypress testing framework, introducing new functionalities such as database connections, HTML reports, and environments creation. This initiative resulted in heightened efficiency in the development of automated test cases and a substantial reduction in execution times. Accomplished an average decrease from 1 hour to just 15 minutes.

## PROJECTS

### Minecraft World | *React.js, TypeScript, Three.js, Blender*

Jan. 2022 – Feb. 2022 🌐 🎮

- Designed and crafted a dynamic 3D model of the renowned video game "Minecraft," incorporating a dynamic scenario, textures, music, and animations.
- Integrated controllers, animations, lighting, and sound. Configured the entire environment to facilitate the display of the model, thereby elevating the overall user experience.

### Rythm App | *Android Studio, Java, Python, Firebase, AWS*

Jan. 2021 – Jun. 2021 🌐

- Created a music streaming application similar to Spotify, offering users the capability to listen to their preferred music and effortlessly manage their playlists.
- Implemented essential features, encompassing user registration, login functionality, secure playlist storage, and an intelligent song recommendation system.

### Laika's Web App | *React.js, Node.js, JavaScript, MySQL*

Jul. 2020 – Dec. 2021 🌐

- Crafted and developed a robust web-based database application for Fundación Laika Protectora de Animales A.C, a committed private association that has successfully rescued and cared for over 8,000 animals.
- Enhanced administrative processes by developing and implementing user-friendly front-end application forms. Additionally, played a key role in designing, creating, and deploying the database.

## TECHNICAL SKILLS

**Programming languages:** Python, Java, C++, C, JavaScript, TypeScript, SQL

**Frameworks/Libraries:** React.js, Next.js, Node.js, Flask, Express.js, Cypress, Cucumber, Vite

**Developer Tools:** Linux, Git, GitHub, GitLab, Docker, Bash, Jenkins, Maven, Ansible, Salt, Azure, AWS, GCS

**DBs:** MySQL, MariaDB, Postgres, MongoDB, Firebase

**Languages:** Spanish (Native), English (Proficient - C1), French (Basic - B1)