

# 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

Jan. 2023 – Present

*NXP Semiconductors*

*Guadalajara, MX*

- Contributed to the maintenance and updating of 40% of all virtual environments within the organization.
- Suggested new strategies to increase the coverage of tests and virtual environment deployments from 70% to 80% on a global scale, utilizing various internal resources.
- Participated in an infrastructure upgrade that resulted in a significant increase in the efficiency of creating virtual environments, from 50% to 99%.

### Software Engineer Intern

Aug. 2022 – Jan. 2023

*Toshiba Global Commerce Solutions*

*Guadalajara, MX*

- Developed an API tool, utilizing Test Rail and Python, that led to an increase in the efficiency of creating manual test cases within my team's area, resulting in coverage rising from 60% to 80%.
- Improved the efficiency and coverage of automated test cases for my team's work from 40% to 60% by implementing the use of Cypress, Cucumber, and Jenkins pipelines.
- Led the implementation of a new testing framework, which resulted in improved efficiency for the team in creating and reviewing automated test cases and a significant reduction in execution times, from 1 hour to 15 minutes.

## PROJECTS

**Lottery Truffle** | *Next.js, TypeScript, Web3.js, Metamask, Solidity, Truffle*

Feb. 2022 – May 2022 🌐

- Developed a web application that enables users to play the lottery and place bets using Ethereum.
- Contributed to the Back-end development, utilizing Web3.js to facilitate transactions and enable users to place bets using their cryptocurrency.
- Integrated an authentication system for users, utilizing the Metamask API.

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

Jan. 2022 – Feb. 2022 🌐 🎮

- Developed a web application that displays a 3D model of a Minecraft World, complete with animations, textures, and a dynamic scenario.
- Contributed to the development of the environment, controllers, lighting, sound, and animations of the scene in the model.

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

Jan. 2021 – Jun. 2021 🌐

- Created an Android application that allows users to search for, listen to, and manage their favorite music.
- Developed front-end forms for managing playlists, songs, users, and action events.
- Contributed to the development of the back-end, including functionality for user registration, login, storage of playlists, and a system for recommending songs.

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

Jul. 2020 – Dec. 2021 🌐

- Developed a web-based database application for a small private association named Fundación Laika Protectora de Animales A.C, which has successfully rescued and cared for over 8,000 animals.
- Created front-end application forms to manage administration, login, and the registration of animals in the database.
- Implemented a system for generating and downloading PDFs of animal records, making it easy to view the details of the animals that have been rescued by the organization.

## TECHNICAL SKILLS

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

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

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

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

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