

Johan Bejar

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TECHNICAL SKILLS

Strong: Javascript, React, Node, Express, Linux, CSS, Mongo, MySQL.

Experienced: Java, Visual Basic, PHP, C#, SQL-Server, OracleDB, Jest, VIM, Firebase, AWS.

SOFTWARE ENGINEERING APPLICATIONS

ESGPLAY – *Multipurpose Esports Competitive Platform – Full Stack Engineer*

[Link](#)

- Integrated biometric and id verification for all VIP Membership users, reducing in-game hacking attempts in 90% of the CS:GO matches.
- Re-designed and deployed Firebase Cloud Firestore and PostgreSQL to serve more than 3000 concurrent users 70% more content about their in-game performances per request.

RUNashville – *Social Media and Events Platform for Runners – Full Stack Engineer*

[Github](#)

- Modeled highly-scalable API services on NodeJS connecting the RUNashville website to events platforms, reducing time to launch an event to 15 minutes from 45 minutes average.
- Developed signup and login pages on React with cryptographic, securing password handling through the network.

Hendrix – *Retail Ecommerce product detail – Backend Engineer*

[Github](#)

- Re-engineered NodeJS backend with microservices architecture and load balancing up to 2000 RPS, a 1000% improvement.
- Fine-Tuned MongoDB for faster read/write operations using legacy database schemas, achieving 5-15ms response times.

TCO APP – *Telemonitoring mobile application for pediatric obesity checks – Full Stack Engineer*

[Article](#)

- Supported both remote monitoring automatically through rules and manually via a specialist to register patients with an Android Application, reducing child onboarding time to the program by 83% from 2 hours to 10 minutes.
- Delivered health reports about patients considering factors like prescriptions and caregiver participation on a predetermined obesity plan in real time with Firebase, reducing dropouts in 38%.

PROFESSIONAL EXPERIENCE

SafetyPay, Lima Peru – *Integration Analyst*

February 2020 – August 2020

- Managed the integration of 20+ merchants from countries like Peru, Spain, Chile, and China onto the platform.
- Led the Merchant Portal project as a project manager, coordinating work between the development team in Belarus and the business intelligence and QA teams in Peru.

ESGPLAY, Lima Peru – *Co-Founder*

June 2019 – December 2019

- Founded the first esports platform for online gamers to play, connecting over 22k users across Latin America
- Configured and hosted full-fledged servers to facilitate 4000+ CS:GO games each month.
- Designed system architecture on AWS with Firebase and PostgreSQL serving 8000+ users per month.

EDUCATION

Hack Reactor, USA — *Advanced Software Engineering Immersive Program*

University of Applied Sciences, Lima Peru — *Certificate in Cybersecurity Management Specialist*

University of Applied Sciences, Lima Peru — *B.S. in Information Systems Engineering*