Juan Manuel **Young Hoyos**

FULL STACK DEVELOPER · PROBLEM SOLVER

Medellín, Colombia

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Skills

Technical	React, React Native, Python, C#, Fast API, .NET, Docker, AWS, GraphQL, Redux, Linux, Tailwind, Kafka, EMQX
Languages	Spanish, English
Development Practices	Agile Development, CI/CD, Responsive Design, Code Quality Maintenance, MVC, Architectural Design, Jira

Experience

Grisú
Self-employed, Colombia

FULL STACK DEVELOPER
Jul. 2023 - Present (Sep. 2023)

- Led the auditing and development for 'EcoDrive', leveraging **React Native**, **Kafka**, and **Python Fast API**, accelerating a 4-month project timeline into mere weeks.
- Crafted and launched a nostalgia-driven **React Native** App, the Yak Bak 90's toy simulator.
- Provided architectural design consultancy for Industrias Falcon Colombia.
- Conceptualized and rolled out a robust architecture for GameConnect.
- Offered the services of **UI Design** to GameConnect, paving the way for seamless code implementation.
- Engineered and revitalized the company's landing page using **React**, leading to a surge in site traffic by 150%.
- Actively driving the development of an engaging Hyper-Casual game using **React Native** and **Godot**.

ArcDesign
Part-time, Spain

FULL STACK DEVELOPER
Jul. 2023 - Present (Sep. 2023)

- Innovated an advanced algorithm using hashmaps, MQTT and geohashes, enhancing the application's performance by 70%.
- Integrated the algorithm in a **React Native** environment, improving mobile app performance. (https://hiwayapp.io)
- Led the deployment of several static websites on **AWS** and Hostinger using **React**. (https://arcdesign.io)

Design Systems Inno
Contract, Colombia

PROBLEM SOLVER
Jan. 2023 - Jun. 2023

- Architected a system for internal APIs, using **RabbitMQ** for asynchronous task management. Clients receive ID tickets for tracking while the backend efficiently handles web scraping and parsing, ensuring timely user feedback.
- Contributed to the enhancement and optimization of **.NET** services, assisting in rewriting and resolving critical bugs in both **.NET Core** and **.NET Framework** web applications.
- Developed internal APIs to automate some internal processes using **Go Fiber**, **Python Fast API**, and **MongoDB**.
- Created web scraping tools and custom HTML parsers in **Python** using **Playwright** and **Beautiful Soup**.
- Paired with partners to fix critical bugs, ensuring on-time software deliveries and maintaining high quality.
- Developed an automation script in Python for efficient contract signing.
- Developed various administration panels using **React (Redux + Saga)**.
- Optimized project builds for some **React** web applications, reducing build sizes from 3.46 MB to around 886 KB and in some others even a little bit more.
- I Assisted in improving the quality and speed of **Dockerfiles** for **React** and **Angular** web applications.

Design Systems Inno
Contract, Colombia

SECURITY CONSULTANT
Dec. 2022

- Developed an external penetration testing engagement for a week and a half.
- Documented the findings in the software and part of the infrastructure.
- Documented some advices to improve the software and infrastructure quality

Aligo Defensores Informáticos
In person, Colombia

RED TEAMER
Aug. 2022 - Oct. 2022

- Pentesting websites.
- Pentesting tooling development (**Go** and **Nim**).
- Phishing campaigns developed.

GETA Club Play
CYBER SECURITY ANALYST

Remote, Colombia

Oct. 2021 - Jun. 2022

- I used the DAST capabilities of **OWASP ZAP** to automatically review the company's web applications.
- I used **SonarQube**'s SAST capabilities to automatically review the company's code.
- I developed an "economic" DevSecOps pipeline to avoid possible common vulnerabilities.
- I worked closely with the AI team to sanitize requests made by users and avoid **SQL injections**.
- With some limited resources I Worked closely with IT to implement a good password policy (KeePass).
- I Worked closely with IT to implement backup policies for employee files and repositories.
- I was given an external pentesting report with about 800 vulnerabilities in our projects, and I reduced that number to less than 390 (i.e. fixed about 50% of vulnerabilities) in a span of 4 months.
- I simulated and implemented reverse engineering attacks on some project APKs in order to address, together with the development team, a possible way to mitigate the possibility of a Hacker obtaining useful or critical information about our core business.
- Together with the IT team, I developed a Security Plan based on the **ISO/27001** standard.
- I implemented hardening for some of our infrastructure processes.
- I worked alongside the IA team to develop a part of the SOC (Security Operations Center) that can deliver value to our technical and non-technical employees.

GETA Club Play
CYBER SECURITY TRAINEE

Remote, Colombia

Aug. 2021 - Sep. 2021

- I did a Cyber security planning for 4 months to 3 company's products.
- I found and reported common OWASP based vulnerabilities.
- I worked along with the development team to fix the vulnerabilities found.

GETA Club Play
SOFTWARE QUALITY ASSURANCE TESTER

Remote, Colombia

Feb. 2021 - Aug. 2021

- I captured 100+ bugs within the span of 4 months while conducting quality assurance testing on 7 company products thereby increasing the acceptance criteria of the top-rung corporate "chiefs".
- Responsible for conducting extensive testing on multiple **.NET Core** web backend microservices, ensuring the quality, performance, and reliability of the services.
- I document and record analyzed bugs for quality assurance every week.
- I performed more than 15% testing through automation and remaining testing manually using Selenium.
- I refactored and retrofitted legacy a **C++ WebAssembly** application, improving code quality by 45%.
- I completed more than 20 "Desk Checks" to reduce on 25% the amount of Pull Request and therefore save the Tech Lead's time.
- I helped to document 2 **Unity 3D** projects and also checked a documentation of an **Angular/.Net Core** project.
- I did functional, online, manual, usability and stress tests.

Extracurricular Activities

CivicaPay Hackathon 2022
PARTICIPANT

Medellín

Mar. 2022 - Mar. 2022

- **First place** achieved among more than 52 teams and 16 universities in Medellín in the Hackathon CivicaPay of 2022.
- The solution was made with **Flutter**, **Python 3** and **Docker**.

HackTheBox
YOUNGERMASTER - HACKER

Worldwide

Dec. 2021 - Dec. 2022

- 3rd place in Colombia's HackTheBox Ranking. (Click to View)

Developer
CHROME WEB STORE

Worldwide

Jan. 2022 - Jan. 2022

- I pusblished an extension to redirect YouTube shorts to a video view. (Click to View)
- I pusblished an extension to remove the Platzi's academy comments. (Click to View)

Mobile developer
GOOGLE PLAY STORE

Worldwide

Nov. 2019 - Apr. 2020

- **Accelerometer** - An app with more than 100 downloads using Flutter to obtain the data from your accelerometer in a time 'x', with time intervals 'y' in milliseconds and send the information wherever you want (Email, WhatsApp, etc.), and store that information in a txt file on your phone to be used in another scenarios. (Click to View)
- **Anthropometric Evaluator** - An application using Flutter that provides information and evaluates some of the parts of your body with certain measurements to provide a more complete analysis than the common BMI, for people who go to the gym. (Click to View)

Education

EAFIT University
B.S. IN COMPUTER SCIENCE AND ENGINEERING

Medellín, Colombia

Jan. 2018 - Dec. 2024

- Full scholarship called "Ser Pilo Paga" for high school students from 2017 who obtained an outstanding grade in the national standardized test.