Juan Manuel Young Hoyos

FULL STACK DEVELOPER · PROBLEM SOLVE

Medellín, Colombia

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Skills_

Technical React, React Native, NodeJS, JavaScript, Python, 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 (Oct. 2023) Played a pivotal role in enhancing the performance and functionality of a React Native TypeScript application, driving improvements in code

- quality and user satisfaction for Industrias Falcon.
- Designed and implemented a Workshop inventory management system in React, streamlining operations for Industrias Falcon, and showcasing my expertise in building practical solutions. · Successfully deployed two web applications (one in React and the other in Angular) to AWS Amplify, ensuring seamless and scalable user
- experiences for Industrias Falcon.
- Led the auditing and development for 'EcoDrive', leveraging React Native, Kafka, Redis, 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

FILL STACK DEVELOPER Jul. 2023 - Present (Oct. 2023)

- Innovated an advanced algorithm using hashmaps, MQTT (using EMQX) 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. • 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

• 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 RED TEAMER

In person, Colombia

Dec. 2022

Aug. 2022 - Oct. 2022

· Pentesting websites.

SECURITY CONSULTANT

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

GETA Club Play Remote, Colombia

Cyber Security Analyst 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 Remote, Colombia

Cyber Security Trainee

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 Remote, Colombia

SOFTWARE QUALITY ASSURANCE TESTER

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".
- · 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

Medellín

Participant 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 Worldwide

Youngermaster - Hacker Dec. 2021 - Dec. 2021

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

Developer Worldwide

• 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 Worldwide

GOOGLE PLAY STORE

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

CHROME WEB STORE

EAFIT University

Medellín, Colombia

B.S. IN COMPUTER SCIENCE AND ENGINEERING

Jan. 2018 - Dec. 2024

Jan. 2022 - Jan. 2022

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