Who Am I?

My name is Geidel Guerra. I'm a self taught developer with some formal studies, interested in low-level programming and making games.

A bit of condensed history about me: I started learning to code using Macromedia Flash 8's offline help, making a phone book app to store phone numbers of StarCraft players (back then we used dialup peer to peer connections to play using phone numbers). I did some other stuff I don't remember. Fast forward in time, after finishing school (IT Bachelor) and dropping out of University in third year (IT Engineer) my first job was making games with Unity. After that I have been developing web applications that range from simple portfolio websites to complex e-commerce multi-tenancy Saas, command line tools to automate processes, browser extensions, configuring CI pipelines and Linux servers.

I'm a fast learner (everybody says that, I'm I right?), highly autonomous and self motivated. I have a broad set of skills that makes me easy to align to any kind of task and the will to specialize in depth if needed.

Currently learning C and how to make games. Next will be games in assembly (you read that correctly).

Skills

Python	1.5 year
PHP	10 years
JavaScript	10 years
C	less than a year
MongoDB	1.5 year
MySQL	10 years

Languages

Spanish	Native
English	Proficient (C2)

Toolkit

OS	Debian 12
Editor	VSCode
Terminal	Tmux
Shell	ZSH

Studies

High School, Information Technology
Politécnico Mártires de Chile, Havana, Cuba
2002 - 2006 (4 years)

Engineer's degree, Information Technology
Universidad Tecnológica de La Habana "José Antonio Echeverría", CUJAE, Havana, Cuba
2006 - 2009 (3 years)

Experience (11 years)

Senior Software Developer
Cerberu Telegestión Turística, S.L
2023-02 - Present (1.5 year)
Python, PHP, MySQL, MongoDB, AWS, Docker, Browser Extensions, AI Prompt, Chatbot

CTO / Senior Software Developer
La Caja Company
2020-08 - 2023-02 (2 years)
PHP, JavaScript, MySQL, Vue, Laravel, Forge, Vapor, AWS, SaaS, API

Content Manager / Maintainer
Artcrónica
2018-06 - 2022-04 (4 years)
Wordpress

Fullstack Developer
NextReality Digital
2019-02 - 2020-12 (1.9 year)
JavaScript, PHP, MySQL, ThreeJS, Vue, SaaS, API

Fullstack Developer
Fábrica de Arte Cubano
2014-12 - 2018-05 (4 years)
JavaScript, PHP, MySQL, Vue, Laravel

Videogame Developer
Joven Club de Computación y Electrónica
2013-10 - 2014-12 (1.2 year)
Unity3D

Projects

Snake Game
2024-05 - 2024-06

Snake game made in C with Raylib

Crunchyroll Enhancer
2024-03 - 2024-03

Browser extension that skips Crunchyroll intros and credits

Conway's Game of Life in Python
2024-01 - 2024-01

Python CLI Conway's Game of Life Algorithm simulation

Klipers Saas
2022-02 - 2023-02

A Saas made from 0 to production, I worked on the UI, adding integrations with third party APIs like Facebook, Instagram, Twitter, server configuration and deployment. Tech used: Laravel + InertiaJs + TailwindCSS. Hosted on AWS with Laravel Vapor.

Contegy Saas
2020-08 - 2023-02

A Saas made from 0 to production. I worked on the UI, adding multi-tenant architecture, integrations with third party APIs like Facebook, Instagram, Google Analytics, Twitter, LinkedIn, server configuration and deployment. Tech used: Laravel + InertiaJs + TailwindCSS. Hosted on AWS with Laravel Forge and Envoyer

Tenza Website
2021-11 - Present

Official website for Tenza Studio with some cool 3D animations and a 3D viewer. Tech used: NuxtJs + TailwindCSS + ThreeJs + AnimeJs and Lottie. Hosted on Netlify

Alberto Hernandez Reyes Personal Website
2018-06 - 2021-12

Official website for a Cuban painter. Tech used: NuxtJs + TailwindCSS. Hosted on Netlify

La Tinta Magazine Website
2018-03 - 2021-01

Official website for the first body art magazine in Cuba. Tech used: NuxtJs + TailwindCSS. Hosted on Netlify

PlaceArt Website
2019-02 - 2020-12

A Saas for selling art online. A work on the frontend, backend, 3D viewer for art showcase and server configuration and deployment. Tech used: NuxtJs + Laravel + ThreeJs + AFrame

Fábrica de Arte Cubano Website
2015-01 - 2018-06

Official website. I worked on the frontend and backend (with a custom programming of events's calendar and editor). Tech used: Laravel 5 + Bootstrap + jQuery

Gráfica Interactiva II (with Serones Art Group)
2017-01 - 2017-03

A collaboration with the cuban art group called Serones. I was tasked with the coding of the 3D navigation system, event triggers and illumination. Tech used: Unity3D