

# Where to find me:

Website: <https://geidelguerra.com>  
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Manfred: <https://mnf.red/928030c3-6502-47b4-bba7-5d4970f4bc59/timeline>

# 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), 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

**Bachelor Degree, 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 - 2024-08 (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