Geidel Guerra

LinkedIn GitHub Twitter Manfred

Who am I?

I'm a self taught developer specialized in web and cli tools. Hoping to make some games in the future. I've been learning to code for myself since I was 16. I started with Macromedia Flash 8 offline help. Then I jumped to C++, C#, Java, Python, PHP and JavaScript. I like a clear objective of what needs to be accomplished, the timeframe, and the autonomy to work with minimal supervision.
I like simple git branching and commit often.
I like working on cli tools and third party integrations.
I like to improve workflows, add new features to existing systems, create new systems.
I like the challenge of learning a new language or tooling to solve a problem.
I like the backend but can work on the frontend if there is something interesting to do.
I like video games, playing them and making them. Check my Snake game under "Projects" section. I have some experience with AWS and DevOps. I use Digital Ocean for my personal stuff. Proficient in English, native Spanish speaker. Now mostly working on cli tools using Python and learning C by making games with Raylib.

Skills

Python
PHP
JavaScript
C
MongoDB
MySQL

Languages

Spanish - Native
English - Proficient (C2)

Toolkit

OS - Ubuntu 22.04 & Windows with WSL
Editor - VSCode
Terminal - Tmux
Shell - ZSH

Experience (10 years)

Senior Software Developer
Cerberu Telegestión Turística, S.L
2023-02 → Present (1 year)
Skills: Python, PHP, MySQL, MongoDB, AWS, Docker, Chrome Extensions, AI Prompt, Chatbot

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

Content Manager / Maintainer
Artcrónica
2018-06 → 2022-04 (3 years)
Skills: Wordpress

Fullstack Developer
NextReality Digital
2019-02 → 2020-12 (1 year)
Skills: JavaScript, PHP, MySQL, ThreeJS, Vue, SaaS, API

Fullstack Developer
Fábrica de Arte Cubano
2014-12 → 2018-05 (3 years)
Skills: JavaScript, PHP, MySQL, Vue, Laravel

Videogame Developer
Joven Club de Computación y Electrónica
2013-10 → 2014-12 (1 year)
Skills: Unity3D

Projects

Snake Game
2024-05 → 2024-06 (just started)
Snake game made in C with Raylib

Crunchyroll Enhancer
2024-03 → 2024-03 (just started)
A very dump extension that skips Crunchyroll intros and credits

Conway's Game of Life in Python
2024-01 → 2024-01 (just started)
Very simple implementation of Conway's Game of Life Algorithm.

Klipers Saas
2022-02 → 2023-02 (1 year)

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 (2 years)

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 (2 years)

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 (3 years)

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

La Tinta Magazine Website

2018-03 → 2021-01 (2 years)

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

PlaceArt Website

2019-02 → 2020-12 (1 year)

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 (3 years)

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 (2 months)

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