Who Am I?

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

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.

Skills

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Python -------------------------------------------------------------------------- 1.6 year
Flask --------------------------------------------------------------------------- 1.6 year
PHP ----------------------------------------------------------------------------- 10 years
Laravel -------------------------------------------------------------------------- 9 years
JavaScript ---------------------------------------------------------------------- 10 years
VueJs ---------------------------------------------------------------------------- 9 years
C ------------------------------------------------------------------------ less than a year
MongoDB ------------------------------------------------------------------------- 1.6 year
MySQL --------------------------------------------------------------------------- 10 years
```

Languages

```
Spanish ------------------------------------------------------------------------- Native
English ---------------------------------------------------------------------- Proficient (C2)
```

Toolkit

```
OS ----------------------------------------------------------------------------- Debian 12
Editor --------------------------------------------------------------------------- VSCode
Terminal --------------------------------------------------------------------------- Tmux
Shell -------------------------------------------------------------------------------- ZSH
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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)
I worked on adding unit tests to existing projects in PHP. Improved MySQL queries performance by 400%. Created new internal tools from scratch using Python, Flask, MongoDB and OpenAI to improve customer support. Created internal Chrome extension to improve staff work.
Tech: Python, PHP, MySQL, MongoDB, AWS, Docker, Browser Extensions, AI Prompt, Chatbot

CTO / Senior Software Developer
La Caja Company
2020-08 – 2023-02 (2 years)
I worked on Saas projects from scratch, with third-party integrations to social networks and multitenancy, using Laravel, Vue and MySQL. As CTO and Lead Programmer I was in charge of a very small team (two other developers).
Tech: PHP, JavaScript, MySQL, Vue, Laravel, Forge, Vapor, AWS, SaaS, API

Content Manager / Maintainer
Artcrónica
2018-06 – 2022-04 (4 years)
I was in charge of the maintenance and content upload.
Tech: Wordpress

Fullstack Developer
NextReality Digital
2019-02 – 2020-12 (1.9 year)
I worked on the creation of a Saas product from scratch using Laravel, Vue and ThreeJS.
Tech: JavaScript, PHP, MySQL, ThreeJS, Vue, SaaS, API

Fullstack Developer
Fábrica de Arte Cubano
2014-12 – 2018-05 (4 years)
I worked on the creation of the official website and internal tooling for content administration
Tech: JavaScript, PHP, MySQL, Vue, Laravel

Videogame Developer
Joven Club de Computación y Electrónica
2013-10 – 2014-12 (1.2 year)
I worked on the creation of games
Tech: Unity3D

Projects

Platformer (Raylib)
2024-08 - Present
Platformer basics in Odin with Raylib

Trigonometry
2024-08 - Present
Trigonometry visualizations in C with Raylib.

Boids
2024-08 - Present
A bunch of steering behaviours simulation in C with Raylib.

Space Invaders
2024-08 - Present
Clone of the classic space invaders game in C with Raylib.

Know Your Craft Website
2024-08 - Present
Website with a compilation of cheatsheets for different languages.

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