

Links: Website, LinkedIn, GitHub, Twitter, Manfred

## 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)

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

### 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