

Links: Website, LinkedIn, GitHub, Twitter

About me

My name is Geidel Guerra. I'm a self-taught developer with formal studies, interested in low-level programming, web applications, and game development. I started learning to code using Macromedia Flash 8's offline help, creating a phone book app to store phone numbers of StarCraft players during the dial-up peer-to-peer gaming era. After finishing my IT Bachelor's degree and leaving my IT Engineer program in my third year, my first job was developing games with Unity. Since then, I've been involved in developing web applications ranging from simple portfolio websites to complex e-commerce multi-tenancy SaaS, command-line tools for process automation, browser extensions, and configuring CI pipelines and Linux servers.

I'm a generalist with a curiosity for many things, passionate about learning new skills and broadening my development capabilities. I occasionally play video games and have continued my journey in game development, exploring new possibilities. Some of my very crude games can be found on my GitHub, and you can play some of them on my website.

Skills

Go	less than a year
Odin	less than a year
Python	1.9 year
Flask	1.9 year
PHP	10 years
Laravel	10 years
JavaScript	10 years
Vuejs	10 years
C	less than a year
MongoDB	1.9 year
MySQL	10 years
SQLite	less than a year
Docker	1.9 year

Languages

Spanish	Native
English	Proficient (C2)

Toolkit

OS	Debian 12
Editor	Zed, VSCode, NeoVim
Terminal	Tmux
Shell	ZSH

Education

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)

Co-Founder / Developer

Kriu
2024-10 - Present (less than a year)
Kriu is a Workforce Management for Marketing Agencies Startup. As a Lead Developer and CTO I'm in charge of all technical decisions, development and maintenance of our MVP. We are using combination of HTMX and vanilla JavaScript for our frontend. As for the backend we are using PHP with Laravel and SQLite as our database. So far I have done all the development which includes lot of CRUD forms, a lot of reports, several charts using ChartJs. We are using Digital Ocean for our hosting, with Cloudflare as DNS upfront and GitHub as our repository provider. We have a deployment pipeline that uses docker compose building/pulling images to GitHub Container Registry and GitHub Actions with a little bash scripts run things.
Tech: Laravel, HTMX, SQLite, Docker

Senior Software Developer

Cerberu Telegestión Turística, S.L
2023-02 - 2024-08 (1.5 year)
Cerberu is a company that applies technological solutions to hotel management. They take care of all management aspects, including the installation of secure digital locks. Here, the first thing I did was to create the foundation for unit tests for their main platform's extensive codebase and contributed to small features. Later, I integrated AI into their existing support channels, primarily for email and messaging services. I also developed a browser extension to integrate AI into their users' reviews channel. When working here, I used PHP with Yii, then Laravel, and a lot of Python with Flask and FastAPI. Another project I worked on, which was later discarded, was an invoice analysis automation service using AWS Textract and Python.
Tech: Python, PHP, HTMX, Flask, MySQL, MongoDB, AWS, Docker, Browser Extensions, AI Prompt, Chatbot

CTO / Senior Software Developer

La Caja Company
2020-08 - 2023-02 (2 years)
La Caja Company is a Digital Marketing Agency in Spain. Here, I started as a Full Stack hire. As a Full Stack developer, I worked on an internal SaaS product created to serve as a tool for the company in their workflow and content management. This was developed as a multi-tenant SaaS application (with the intention of possibly making this internal tool public in the future) using Laravel and MySQL at the backend and Vue.js with Inertia.js in our frontend. I worked on creating features like multi-tenancy, implementing a multi-database approach, and handling most of the third-party API integrations including with Facebook, LinkedIn, X, and Google. I also set up the deployment pipeline using Laravel Forge and Envoyer, which we later migrated to Laravel Vapor. A year later, I was promoted to CTO of the company. As CTO, I was in charge of all technology decisions and continued as a Full Stack developer, this time also serving as a Lead Developer and mentor to our new hires. In this new role, I started another SaaS project, this time an analytics tool for social media that presented a simple and easy way to view metrics. For this, we used Laravel with Vapor, which was chart-intensive and heavily relied on third-party API integrations, also using Vue.js and Inertia.js.
Tech: PHP, JavaScript, MySQL, Vuejs, Laravel, Forge, Vapor, AWS, SaaS, API, Chartsjs

Content Manager / Maintainer

Artcrónica
2018-06 - 2022-04 (4 years)
Artcronica, a digital cuban magazine about art. Here I worked as content administrator and overall maintainer of their Wordpress website.
Tech: Wordpress

Fullstack Developer

NextReality Digital
2019-02 - 2020-12 (1.9 year)
This was a startup focused on selling physical art online. Here, I worked on yet another SaaS, also multi-tenant. We used Laravel for our backend and Vue.js for the frontend. I worked on the project from the beginning, setting up the project, creating the deployment pipeline, configuring servers, etc. This site featured a 3D viewer which I developed from scratch using Three.js. I also handled the cart and payment integration, in this case with Stripe.
Tech: JavaScript, PHP, MySQL, ThreeJS, Vue, SaaS, API

Fullstack Developer

Fábrica de Arte Cubano
2014-12 - 2018-05 (4 years)
Fabrica De Arte Cubano. The art hub of Cuba. Here, I remade their website initially using Yii and later discovered Laravel, migrating the site to it. I discovered and used Vue.js during this project. My main accomplishment was creating their internal content management system to edit and update their scheduled concerts and art presentations. This system was integrated with the website, so the public had access to the programming of shows and events.
Tech: JavaScript, PHP, MySQL, Vue, Laravel

Videogame Developer

Joven Club de Computación y Electrónica
2013-10 - 2014-12 (1.2 year)
My first job as a junior game developer. Here, I banged my head against Unity for the first time while working on a game inspired by the Tanks game for the Famicom. During my time there, I developed some of the gameplay mechanics for the game.
Tech: Unity3D

Projects

Matrix rain in the Terminal (Go)

2024-09 - Present
Crappy implementation of the Matrix rain with Go

Snake Game in the Terminal (Go)

2024-09 - Present
Snake game in the terminal with Go

Tic Tac Toe (PHP)

2024-08 - Present
Tic Tac Toe game in one PHP file

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
Steering behaviours simulation in C with Raylib

Space Invaders

2024-08 - Present
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

Conway's Game of Life Algorithm simulation CLI app

Tenza Website

2021-11 - Present

Official website for Tenza Studio with 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

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 developed both 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 programmed the 3D navigation system, event triggers and illumination. Tech used: Unity3D