

# HECTOR LUIS REYES PUPO

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Computer Sciences Engineer with more than 9 years of experience as software developer. Adaptable to different environments, teamwork experience and under pressure. He is characterized by rapid learning, self-improvement, follow good programming practices and techniques. Proficient full life cycle of the software development process.

## Technical Skills

- Languages: PHP, JavaScript, Ruby, NodeJS
- Frameworks & Tools: Symfony, Laravel, Codeigniter, PHPUnit, Doctrine, Eloquent, Ruby and Rails, AngularJS, ReactJS, jQuery, BackboneJS, EmberJS, RequireJS, Express, Bootstrap, Sass, Less, Angular Material, Polymer, Composer, NPM, Bower, Gulp, Ionic, Cordova, Karma, Jasmine, Nuxeo Platform, Elastic Search.
- Databases: MySQL, PostgreSQL, Microsoft SQL Server, MongoDB, Redis, Firebase.
- Development Resources: LAMP, OOP, ORM, RESTful API, Web Services, Twig, Blade, AJAX, JSON, UML, Dependency Injection, Test Driven Development(TDD)
- Server Technology: Apache, Nginx, Azure, Amazon AWS.
- IDEs: PhpStorm, WebStorm.
- Version Control & Project Tracking: Git, Jira, Confluence, Trello, Redmine
- Agile Development: Scrum, Extreme Programming(XP), RUP
- Operating System: OS X, Linux, Microsoft Windows,

## Professional Experience

### Full Stack Developer at Globant, Montevideo, Uruguay

April. 2015 – August. 2016

*Full stack developer*

- Developing solutions for a client in the United States (Company GREY).
- Working on 3 project for the same company.
- Designed software solution to implement RESTful services.
- Wrote maintainable and extensible code in a team environment.
- Modified existing software to correct errors, upgrade interfaces and improve performance.
- Suggesting improvements on design and functionality.

### COMPUTER SCIENCES UNIVERSITY (UCI), La Habana, Cuba

Dec. 2014 – March. 2015

*Project manager, lead architect*

- Development of a framework for developing multimedia software with free and open source software technologies
- Software developer working in a 4 member team (2 software developers, 1 software tester and 1 project manager).

### COMPUTER SCIENCES UNIVERSITY (UCI), La Habana, Cuba

Sept. 2014 – Dec. 2014

*Architect, Developer*

- Development of a demo for Android platform of the collection of educational software "El Navegante".
- Leader of a team of 5 developers.

### COMPUTER SCIENCES UNIVERSITY (UCI), La Habana, Cuba

Jan. 2013 – Oct. 2014

*Leader of application modules, Developer*

- Development of a platform for managing educational games "Pointer".

**COMPUTER SCIENCES UNIVERSITY (UCI), La Habana, Cuba**

Oct. 2011 – May. 2014

*Software Architect, Project Manager, Database Designer, Developer*

- Project Manager and Architect, working on the development of two tools, one for management and administration of content (Backend) and one for the visualization and interaction (Frontend) with the collection "El Navegante". With a team of 20 developers. (Senior, Intermediate and Trainers).
- All the projects were delivered on time, with all the required features implemented, using the most modern technologies and frameworks.
- Work on designing the database.
- Responsible for the development of two application modules.
- Responsible for the architecture design.

**COMPUTER SCIENCES UNIVERSITY (UCI), La Habana, Cuba**

Sept. 2010 – May. 2011

*Software Developer*

- Frontend and backend developer for different collections of educational software.

**COMPUTER SCIENCES UNIVERSITY (UCI), La Habana, Cuba**

Sept. 2007 – Jul. 2009

*Trainee*

- Working with Senior Developers in the development of Educational Games
- I worked in the development of various educational games to be incorporated in the collection of educational software named Multisaber, supported by Ministry of Education in Cuba (MINED).

***Education***

**COMPUTER SCIENCES UNIVERSITY (UCI), La Habana, Cuba**

Sept. 2005 – Jul. 2010

Engineer in Computer Science.

***References***

Eitan Zadok, Director at Global Solution Delivery GREY - [eitan.zadok@grey.com](mailto:eitan.zadok@grey.com) (W+1 212 546 2553  
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