Julio Cuello

787-380-7588 | jarturocs0412@gmail.com | Portfolio | LinkedIn | Github

OBJECTIVE

Aspiring full-stack software engineer and cybersecurity analyst, proficient in Next.js, React, Supabase, RESTful API design, vulnerability assessment, and secure system deployments.

EDUCATION

Universidad Politecnica de Puerto Rico   Hato Rey, PR
Bachelor of Science in Computer Science   *August 2022*

TECHNICAL SKILLS

Coding Languages: Python, C++, TypeScript, HTML/CSS, SQL
Frameworks/Tools: React, Next.js, Tailwind CSS, PyQt5, Supabase, RESTful APIS, Postgre SQL

EXPERIENCE

C++ Tutor   November 2024 – May 2025
Universidad Politecnica de Puerto Rico   *Hato Rey, PR*

- Tutored three students in C++ algorithmic problem-solving using the APC methodology, improving their code quality and debugging skills to boost academic performance and retention.

Information Technology Intern   July 2024 – August 2024
Stryker   *Arroyo, PR*

- Deployed 100+ corporate devices using PXE boot and secure network provisioning in compliance with enterprise endpoint protection policies.
- Integrated YubiKey-based 2FA systems for cleanroom access, enhancing zero-trust security and reducing access-related tickets by 10%.
- Provided excellent IT support for 45 employees, resolving technical issues including printer setup, user authentication, and malware mitigation.

PROJECTS

Polisports – Fullstack Developer | *Next.js, Tailwind, Typescript, Supabase*   January 2025 – Present

- Developed a responsive athletics platform with real-time data fetching, team schedules, and athlete stats powered by a cloud-hosted PostgreSQL backend.
- Designed and implemented secure RESTful API endpoints using Supabase with row-level security (RLS), JWT-based authentication, and role-based access control (RBAC).
- Crafted a mobile-first and desktop-optimized front end using Next.js App Router, Tailwind CSS, and dynamic client-side routing to ensure seamless user experience across devices.

Exo's Adventure | *Python, Pygame, Aseprite*   June 2025

- Designed and implemented "Exo's Adventure," a Python-based 2D platformer using Pygame and Aseprite to reinforce core programming concepts.
- Developed sprite animation, collision detection, and level progression systems, strengthening object-oriented design and event-driven programming skills.

Real Estate Manager | *Python, PyQT5, MySQL*   April 2025 – May 2025

- Built PyQT5-based desktop real-estate manager with modular CRUD GUI, earning positive faculty feedback.