

Julio C. Villasante *May 24, 1980*

Last update on February 23, 2020

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Savvy Software Developer with 10+ years experience. Expert in a variety of platforms, languages and embedded systems. An excellent problem solver, able to quickly grasp complex systems and identify opportunities for improvements and resolution of critical issues.

Experience

Nielsen

Senior Software Engineer

FLORIDA, USA
Oct '18 – Present

Research and development for TV ratings and streaming meter.

- C/C++ for Linux Embedded development.
- QP/Qm framework.
- IPC, Object Oriented and multi-threading design.
- Networking communication, HTTP protocol and websockets.
- Unit test driven (Google Test).
- Agile environment (Jira, Confluence, Bitbucket).
- Web Application: JavaScript, Web Sockets, Node, QUnit.

Skillset: Operating Systems (Ubuntu and OpenWRT); Git Version Control; Google Test Framework; Data Structures; Algorithms; Performance design and analysis; QP/QM Framework; Networking.

Languages: Primarily C & C++ in a UNIX-like environment; JavaScript; Shell Scripting.

Ascom Wireless Solutions

Software Engineer

FLORIDA, USA
Aug '15 – Oct 2018

Research and development focusing on innovative and reliable technologies for call systems, medical device integration, and wireless telephony to support and optimize our customers' mission-critical processes.

- Embedded development using C/C++ and QT over Linux.
- Medical device communication through UDP and AMQP.
- Wrote features on all levels of the solution (OS, Data, Business Logic, UI)
- Taking care of big legacy code and trying to make it better.

Skillset: Operating Systems (mostly LINUX); QT; Data Structures; Algorithms; Performance design and analysis; AMQP; MQTT; RabbitMQ; Networking; SQLite Databases.

Languages: Primarily C & C++ in a UNIX-like environment; JavaScript; Shell Scripting.

Please refer to my [LinkedIn profile](#) for a more complete list of work experiences along with recommendations.

Education

Instituto Superior Politécnico José Antonio Echeverría (CUJAE)

HAVANA, CUBA
2003 – 2008

Bachelor degree in Computer Science (CS)

Main courses in Programming Languages, Algorithms, Data Structures, Software Design, Software Architecture, Systems Engineering, C/C++, Web Technologies. Picked up quite some PHP and Java skills along the way.

Skills

Technical expertise: Big fan of Agile methodologies. Enjoys writing C/C++ mostly, but have experience in other languages as well. Solid knowledge of SQL and relational databases (PostgreSQL, MySQL, SQLite). Solid knowledge of web technologies. Strong Linux administration skills (e.g. Bash scripting). Strong Embedded systems development and integration skills. Complex problem solver skills. Strong decision maker. Excellent communicator. Independent, organized, punctual, positive attitude, team player, fast learner. Happy Git user. Emacs and VIM user.

Natural languages: Spanish (*mother tongue*), English (*full professional proficiency*).

Interests

Non-exhaustive and in no apparent order: C++, Rust, Go, Internet of Things, Game Development, Networking, Artificial Intelligence, Functional Programming, Concurrency, Parallelism, Algorithms, Readable Code, Problem Solving, Linux/Unix, Embedded Development, Software Architecture, TDD, Design Patterns, Software Design, Cryptography, Cryptocurrencies, Open Source, Classical Guitar.