

Julio C. Villasante *May 24, 1980*

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Summary

Savvy Software Developer with 10+ years in technical software development. Expert in a variety of platforms, languages and embedded systems.

complex systems and identify opportunities for improvements and resolution of critical issues.

Have interest in designing and crafting efficient modern software, and learning new technologies and tools if need arises.

An excellent problem solver, able to quickly grasp

Experience

Nielsen

Software Engineer

Research and development for streaming meter.

FLORIDA, USA

Oct '18 – Present

Ascom Wireless Solutions

Software Engineer

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; Shell Scripting.

FLORIDA, USA

Feb '16 – Oct '2018

Privicee

Software Developer

Startup focusing on The Internet with the end user in mind. They are introducing disruptive business model into niche markets and building quality products that create elegant solutions for changing the way internet experiences are delivered.

- Wrote cross platform C daemon to manage all states of internet connection and VPN.
- Wrote both Unix/Linux and Mac clients that communicate with C daemon using IPC.
- Wrote a REST API to manage a VPN server remotely.
- Wrote REST APIs for murmur server, discourse and other third party solutions that we used.
- Wrote complete Dropbox clone backend.
- Resolved some scalability issues by using message queues.

Skillset: Operating Systems; Data Structures; Algorithms; Performance design and analysis; VPN Networks; Networking; NoSQL Databases (MongoDB); Redis.

Languages: Primarily C & C++ in a UNIX-like environment; Shell Scripting; Objective-C/Swift; JavaScript (Node.js).

FLORIDA, USA

Aug '15 – Jan '16

Genera S.A.

Lead Developer

- Lead the Research & Development department reporting directly to the general director.
- Wrote biometric solutions using heavy C++ and QT that ran on ARM boards.
- Wrote code to interact with third party hardware: sensors, keypads, etc.
- Wrote C++ libraries that we were able to reuse on most of our projects.
- Reduced time on biometric fingerprint identification by writing more performant algorithms and data structures.

Skillset: Operating Systems; Data Structures; Algorithms; Performance design and analysis; Concurrency; Biometrics; Networking; QT; ARM; Embedded Linux.

SANTIAGO, CHILE

Jan '14 – June '15

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

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

Bachelor degree in Computer Science (CS)

2003 – 2008

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 and functional programming. Enjoys writing C/C++ Rust and Go mostly, but has 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: Internet of Things, Game Development, C++, Rust, Artificial Intelligence, Functional Programming, Concurrency, Parallelism, Algorithms, Coding, Readable Code, Problem Solving, Linux/Unix Kernel, Embedded Development, Software Architecture, TDD, Design Patterns, Software Design, Cryptography, Open Source, Startups.