Bryant Paz

Software Engineer

OBJETIVE

Focused on designing and implementing robust and scalable software. Proficient within Linux environments and fueled by a genuine enthusiasm for open source software. Passionate about automating processes and workflows.

MAIN SKILLS

Javascript, Typescript, Lua, PostgreSQL, MongoDB, Docker, Bash, Git, Go, AWS, Digital Ocean, Ansible, React, Figma, Redis, Linux and Terraform

EXPERIENCES

Javascript Full Stack
Coatí MX
July 2021 - December 2024 - 2 years, Mérida
Developing & managing "WellBe" - a digital and mobile platform that empowers businesses and service providers to connect with users 24/7.

Javascript Full Stack
Yobain's Town Hall
January 2021 - June 2021 - 6 months, Merida
Service automation: sales, reservations, requests, and citizen support.

IOT Project Leader
Universidad Tecnológica Metropolitana
January 2020 - December 2020 - 1 year, Merida
Crash prevention system & customer support: speedometer, pedestrian alert LEDs, license plate grabber, fines generator.

Javascript Full Stack
UADY campus: Hunucma
January 2019 - December 2019 - 1 year, Hunucma
Developing & launching a teacher evaluation system on a website alongside inscription payments administrator.

EDUCATION

Information Technology Engineering
Universidad Tecnológica Metropolitana Mérida, México
September 2019 - April 2021 - 2 years, Merida

T.S.U in Informatic Systems
Universidad Tecnológica Metropolitana Mérida, México
September 2017 - August 2019 - 2 and a half years, Merida

CONTACT

- bryantpaz7@outlook.com
- 9992431998
- plbryant
- Bryant Paz

OTHER TOOLS

- Ofice365
- Adobe XD
- Neovim
- BSPWM
- Tmux
- Gopass
- Cronie
- Obsidian
- VS Code
- LazyGit

LANGUAGES

- Spanish (native)
- English.B2 MCER

BIRTHDAY

- 28/06/1998

NATIONALITY

- Mexican