Santiago Camilo Rey Benavides

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✉ • 📞 • 📍 Bogotá, Colombia

Systems Engineer with experience in **full-stack software development**, skilled in designing and building **mobile, web, and video game applications**. Proficient in **modern technologies** and committed to **best development practices**. Passionate about creating **user-centered, accessible, and sustainable solutions**. Adaptable to new environments, technologies, and agile methodologies, with a mindset focused on continuous learning and effective collaboration.

Experience

Colpensiones   **Bogotá, Colombia**
Full Stack Developer & Automation Engineer   *Feb 2025 – Present*

- **Optimized internal technological efficiency** by developing and maintaining applications using **.NET (C#)**, **Angular**, **TypeScript**, and **SQL Server/Sybase**, reducing processing times by 30%.
- **Designed and implemented secure and scalable REST APIs**, improving system communication and interoperability between institutional digital platforms.
- **Enhanced software quality** by integrating automated unit and integration tests, reducing production errors by 25%.
- **Promoted agile practices** through active participation in **Scrum**, achieving shorter delivery cycles and better alignment with business goals.
- **Supported the successful deployment of cloud-based solutions**, documenting technical processes and ensuring stability in production environments.

AWAQ Organization   **Bogotá, Colombia**
Developer and Scrum Master   *Feb 2024 – Nov 2024*

- **Led the development of the 3D educational video game EcoGuardians** using **Unity (C#)**, increasing user engagement and promoting environmental awareness among youth.
- **Optimized game performance and user experience**, improving load times and ensuring cross-platform fluidity.
- **Directed a multidisciplinary team under the Scrum methodology**, achieving 100% of sprint goals and fostering a strong culture of technical collaboration.

Freelance   **Bogotá, Colombia**
Independent Full Stack Developer   *Jan 2023 – Dec 2023*

- **Developed custom software solutions** for clients in the education and technology sectors using **.NET, Java, Python, C++, and JavaScript**, ensuring functional, secure, and scalable applications.
- **Implemented modular architectures and REST APIs**, improving system integration and project maintenance efficiency.
- **Optimized interfaces and user flows** applying **UX/UI** and responsive design principles, increasing end-user satisfaction.
- **Managed projects using agile methodologies**, ensuring on-time deliveries and effective client communication.

Education

Pontificia Universidad Javeriana   **Bogotá, Colombia**
Systems Engineering   *2021 – 2024*
Honors: Academic Excellence Scholarship   •   Meritorious Thesis Mention   •   Highest GPA in the Program

Courses & Certifications

Google Cloud Skills Boost
Google Cloud Computing Foundations (GCP)   *2025*
Training in cloud infrastructure, networking, containers, and security.

IBM SkillsBuild
Web Development, Agile Methods, and UX/UI   *2025*
Training in Python and JavaScript development, agile team management, and user-centered design.

Samsung & Pontificia Universidad Javeriana
Diploma in Programming and Coding   *2024*
Training in programming fundamentals, algorithms, and problem-solving with C and Java.

Universidad de los Andes
Cloud Computing with Azure and AWS   *Expected Dec 2025*
Hands-on training in cloud computing services with Azure and AWS, including deployment and resource management.

Universidad de los Andes
Front-End Web Development with HTML, CSS, and JavaScript *Oct 2025*
Development of modern, responsive web interfaces using HTML5, CSS3, and JavaScript, including application implementation in React.

Skills

- **Languages:** Spanish — Native, English — B2.
- **programming languages:** C#, .NET, JavaScript, TypeScript, Java, Python, Kotlin, C++.
- **Frontend:** Angular, React, HTML5, CSS3, Bootstrap, Tailwind CSS, PrimeNG.
- **Backend:** .NET, Java Spring Boot.
- **Databases:** SQL Server, MySQL, Oracle, Sybase, Firebase.
- **Cloud:** Deployment on AWS and Azure.
- **DevOps:** Git, Docker, Azure DevOps, Bitbucket.
- **Testing & APIs:** REST/SOAP, Testing, JWT Authentication, CI/CD.
- **Methodologies:** Agile (Scrum), technical documentation, and code review.
- **Operating Systems:** Linux (Ubuntu, Red Hat), Windows Server.

Featured Projects

- **NeonCat – Unity/C#:** 3D video game presented at the Colombian Society of Engineers GameJam, featuring optimized player logic and UI.
- **CuantoNecesitoPUJ – Full Stack Web Platform:** Academic application developed with **Spring Boot (Java)** and **Angular**, integrating REST APIs and responsive design.
- **WhereIsIt – Mobile Application:** App developed in **Kotlin** using Firebase Authentication, Realtime Database, and Google Maps API.
- **C/C++ Projects:** Algorithm visualizers, CLI tools, and memory management utilities.