

Santiago Camilo Rey Benavides

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Systems Engineer with experience in full stack software development. Skilled in designing, coding, and maintaining web, mobile, and desktop applications using modern technologies such as **React (JavaScript)**, **Angular (TypeScript)**, **.NET (C#)**, **Java**, **SQL**, **Linux**, etc. Proficient in building scalable software with a focus on quality, security, and performance. Experienced in **Agile (Scrum)** environments, continuous integration (CI/CD), **REST and SOAP** web services, and version control with Git. Passionate about creating reliable, efficient, and user-centered digital solutions.

Experience

Copensiones

Full Stack Developer and Automation Engineer

Bogotá, Colombia

Feb 2025 – Present

- Designed, developed, and maintained internal systems using **.NET (C#)**, **Angular**, and **SQL Server/Sybase**, improving automation and technological process performance.
- Developed and integrated **REST APIs** for internal workflows, increasing system reliability and interoperability.
- Participated in **Agile Scrum** ceremonies, sprint planning, and code reviews to ensure code quality and maintainability.
- Produced technical documentation aligned with internal development and deployment standards.

AWAQ Organization

Developer and Scrum Master

Bogotá, Colombia

Feb 2024 – Nov 2024

- Developed **EcoGuardians**, a 3D educational video game built with **Unity (C#)**, focused on environmental awareness.
- Implemented gameplay mechanics, optimized performance, and integrated compatibility with keyboard, touchscreen, and gamepad.
- Served as **Scrum Master**, managing the backlog, sprints, and daily stand-ups under agile methodologies.

Education

Pontificia Universidad Javeriana

Bogotá, Colombia

2021 – 2024

B.S. in Systems Engineering

Honors: Academic Excellence Scholarship • Meritorious Thesis Distinction • 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 best practices.

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

Education in programming fundamentals, algorithms, and problem-solving using C and Java.

Skills

- Languages:** Spanish (Native), English (B2)
- Programming Languages:** C++, C#, Java, Python, JavaScript, TypeScript, Kotlin
- Frontend:** Angular, React, HTML5, CSS3, Bootstrap, PrimeNG
- Backend:** .NET, Java Spring Boot, Node.js
- Databases:** SQL Server, Oracle, MySQL, Sybase, Firebase
- Operating Systems:** Linux (Ubuntu, Red Hat), Windows Server
- Cloud:** Google Cloud Platform (GCP), Azure
- DevOps:** Git, Jenkins, SonarQube, Bitbucket, Docker
- Practices:** REST/SOAP APIs, Object-Oriented Programming, Agile (Scrum/SAFe), CI/CD, Testing

Featured Projects

- NeonCat – Unity/C#:** 3D video game developed for the GameJam of the Colombian Society of Engineers (SCI), featuring player logic, UI, and performance optimization.
- CuantoNecesitoPUJ – Full Stack Web Platform:** Academic management application built with **Spring Boot (Java)** and **Angular**, integrating REST APIs and responsive design.
- WhereIsIt – Mobile App:** Device tracking app developed in **Kotlin** using Firebase Authentication, Real-time Database, and Google Maps API.
- C/C++ Projects:** Algorithm visualizers, CLI tools, and low-level utilities for memory management and data structures.