

Williams Tamayo

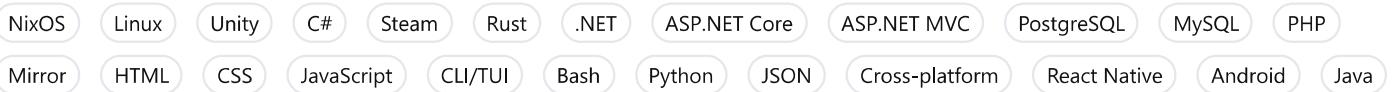
Software Engineer

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SUMMARY

Full stack engineer with deep experience building and shipping interactive experiences. Strong background in backend services, full stack web development, game development, APIs, and automation with Linux-first workflows. Proven in delivering cross-platform products and developer tools, with hands-on experience in Java, JavaScript, React, Node.js, C#, .NET, Rust, and PostgreSQL.

SKILLS



PROJECTS

Solstale

Game

A Unity game developed solo, managed end-to-end.

store.steampowered.com/app/2719860/Solstale

Warframe Utils (.NET)

Web App

A toolkit for Warframe players combining event info with Warframe Market prices.

github.com/walberh96/Warframe-Utils-.NET

FitRPG

Web/Mobile/Wearable App

A fitness-focused RPG experience turning workouts into quests, with a modern stack for web, mobile, and a Samsung Watch 7 companion.

github.com/walberh96/FitRPG

Waycast

TUI Tool

A cross-platform Rust TUI that turns scripts into shareable packages with manifests, validation, and dependency installs for reliable runs.

github.com/walberh96/Waycast

WillwitcherOS

OS Configuration

An opinionated NixOS installation inspired by Arch-like workflows, focused on reproducibility and reliability.

github.com/walberh96/willwitcher-OS-Endgame

IV Plumbing Solutions

Website

Business website built end-to-end using HTML, CSS, and JavaScript.

ivplumbingsolutions.com

EDUCATION

Software Engineer

CUJAE - Havana, Cuba - 09/2015 - 04/2018

Software Engineering

Associate in Science in Telematics

ITSO - Orellana, Ecuador - 04/2018 - 09/2021

Informatics and Telecommunications