Yasmany Santalla Pereda

Date of birth: 19/09/1988
Nationality: Cuban
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Profile

Ability to assimilate knowledge quickly and efficiently
Proven ability to communicate and knowledge share within and across team(s)
Excellent time management skills, Strong communication skills, ability to support multiple projects, and effectively manage a large volume of work
Excellent problem solving skills with strong attention to detail
Advanced knowledge about analysis and design of algorithms
Experienced in object-oriented programming and design patterns
Passion for designing reliable, high performance, and scalable software platforms
Big interest in Microservices Architecture and Real Time Applications
Technically proficient in common cloud service-oriented platforms (e.g. AWS)

WORK EXPERIENCE

(2017-current)
Senior Frontend Developer, Ages Inc, EEUU (Remote Job from Cuba):
Development a sourcing module at eSourBuy application to Buy Power Inc, Barcelona, España
Desing and development of a the Payment Portal web application to Newit Inc, Chile

(2012-current)
Software Development Engineer, Universidad de Pinar del Río (UPR), Pinar del Río, Cuba
Development of a microservices architecture for new virtual campus
Design, development and deployment of several web applications
Design, development and deployment of the application, "Virtual Community of Forest Resources for Latin America and the Caribbean sponsored by the FAO-Fleg Project"

(2019-2020)
Senior Software Development Engineer, Boukker

Technologies, Inc Montreal Canada
(Remote Job from Cuba):
> Migrating a monolithic application to microservices architecture

Contributions to boukker-v1

(2017)

Full Stack Developer, Mexico
(Remote Job from Cuba):
> Design and development of a the application "System for the Evaluation of Attention and Concentration (SEMEAT)"

EDUCATION

2019 - present
Opting for the Master's Degree in Applied Informatics, Universidad de Pinar del Río

2007 - 2012
Engineer Degree of Compute Science, Universidad de Ciencias Informáticas (UCI)

SKILLS

Programming Languages: Golang, Javascript/Typescript, Bash

Analysis and design of algorithms: Strings Algorithms, Data Structures, Dynamic Programming, Functional Programing and Object Oriented Programing

Technologies: Linux, Git, Docker, Kubernetes, Amazon Web Services (AWS-CLI), Redis, Postgresql, MySQL, SQLite, MongoDB, Expressjs, Nestjs, REST, gRPC, Graphql, RabbitMQ, Nats, Prisma, Firebase, Angular, HTML5, CSS3, Sass, Bootstrap, Material Design

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LANGUAGES

Spanish: Native

English: Professional

EVENTS

Programming Pascal Cup. UCI, Cuba 2010, 2011

ACM-ICPC competitive programming tournaments. UCI, Cuba 2011

2nd Provincial Event of Free Software. UPR, Cuba 2012

COURSES

Advanced Administration in GNU Linux. UCI, Cuba 2013

Migration of network services to free software. UPR, Cuba 2014

Course of Applied Informatics. UPR, Cuba 2015