Guillermo Pérez

Software Developer

EDUCATION

2015-2018
HIGH SCHOOL
IPU Osvaldo Herrera

2018-Present
COMPUTER SCIENCE ENGINEERING
Universidad de las Ciencias Informáticas (UCI)

LANGUAGES

Spanish: Native

English: Upper Intermediate(B2)

CONTACT

guilleperez.com

LINKEDIN PROFILE

Addres
Santa Clara, Villa Clara, Cuba

Phone
+5356713029

luisguillermo.rodriguez32@gmail.com

http://github.com/GuillermoPerez32

@Guillermoperez32

PROFILE

Young software developer with more than 3 years of experience as a developer of multiplatform applications. With great desires to learn new technologies. My greatest strength is the creation of clean and reusable code programs. I like to work in collaborative and healthy environments where we all learn and be productive.

ACKNOWLEDGMENTS

- Recognition at the faculty level in the III Scientific Conference of the Engineer in Computer Sciences.
- Participation in the ACM-ICPC in the years 2018, 2019, 2022 and 2023.
- Participation in DevCa 2019.

EXPERIENCE

Apr 2023 - Present
Mauer Principles(Remote)
FRONTEND DEVELOPER
AI am in charge of the development and maintenance of the main projects of the company using Reactjs. Development of highly scalable, secure and maintainable websites following agile software development methodologies.

Dic 2022 - Mar 2023
Z17
FRONTEND DEVELOPER
I was carrying out maintenance and support tasks for the web version of the Cuban instant messaging application ToDus.

Sep 2022 - January 2023
Businesscity101(Remote)
FRONTEND DEVELOPER
Development of different multiplatform applications (mainly desktop) for the blackflower network, using the Flutter framework.

April 2022 - Present
GoDjango(Remote)
FULL-STACK WEB DEVELOPER
As part of a small team I was developing different websites using mainly the Django web development framework.

Nov 2021 - August 2022
Bienestar Animal en Cuba(BAC)
BACKEND WEB DEVELOPER
As part of a small team I was working as a backend developer for the creation of the official BAC application. Being a small team we used the SCRUM software development methodology. Some of the technologies I used were Python, Django, Docker and PostgreSQL.

SKILLS

Programming languages: Typescript, Dart, Python, Javascript, Java.

Frameworks y libraries: Flutter, React, Vue, Django, NodeJs, ExpressJs, Nestjs, Cypress, Playwright, Jest, Enzyme, ChakraUI, MaterialUI, Storybook.

Development methodologies: SCRUM, AUP, XP, Kanban.

Tools and environment: Docker, VSCode, Android Studio, PostreSQL, MongoDB, Git, Github, Gitlab, BitBucket, REST, GraphQL, Slack, Trello.