Who Am I?

My name is Geidel Guerra. I'm a self taught developer with formal studies, interested in low-level programming, web applications and making games.

I started learning to code using Macromedia Flash 8's offline help, making a phone book app to store phone numbers of StarCraft players (back then we used dialup peer to peer connections to play using phone numbers). I did other stuff I don't remember. Fast forward in time, after finishing school (IT Bachelor) and dropping out of University in third year (IT Engineer) my first job was making games with Unity. After that I have been developing web applications that range from simple portfolio websites to complex e-commerce multi-tenancy Saas, command line tools to automate processes, browser extensions, configuring CI pipelines and Linux servers.

I like my job and always do my best. I have a broad set of skills that makes me easy to align to any kind of task.

Currently learning how to make games.

Skills

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Go --------------------------------------------------------------------------------------- less than a year
Odin ------------------------------------------------------------------------------------- less than a year
Python ------------------------------------------------------------------------------------------ 1.7 year
Flask ------------------------------------------------------------------------------------------- 1.7 year
PHP --------------------------------------------------------------------------------------------- 10 years
Laravel ----------------------------------------------------------------------------------------- 10 years
JavaScript -------------------------------------------------------------------------------------- 10 years
VueJs ------------------------------------------------------------------------------------------- 10 years
C -------------------------------------------------------------------------------------- less than a year
MongoDB ----------------------------------------------------------------------------------------- 1.7 year
MySQL ------------------------------------------------------------------------------------------- 10 years
```

Languages

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Spanish ------------------------------------------------------------------------------------------ Native
English ------------------------------------------------------------------------------------- Proficient (C2)
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Toolkit

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OS --------------------------------------------------------------------------------------------- Debian 12
Editor ------------------------------------------------------------------------------------ VSCode, NeoVim
Terminal ----------------------------------------------------------------------------------------- Tmux
Shell --------------------------------------------------------------------------------------------- ZSH
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Education

Bachelor Degree, Information Technology
Politécnico Mártires de Chile, Havana, Cuba
2002 - 2006 (4 years)

Engineer's degree, Information Technology
Universidad Tecnológica de La Habana "José Antonio Echeverría", CUJAE, Havana, Cuba
2006 - 2009 (3 years)

Experience (11 years)

Founder
Kriu
2024-10 – Present (less than a year)
Founder and Developer
Tech: Laravel, HTMX

Freelancer
Freelancer
2024-09 - Present (less than a year)
Tech: PHP, JavaScript, Python, Go, MySQL, Vue, Laravel

Senior Software Developer
Cerberu Telegestión Turística, S.L
2023-02 - 2024-08 (1.5 year)
Introduced unit tests to existing projects in PHP. Improved MySQL queries performance by 400%. Created new internal tools to improve customer support by adding AI to the mix. Created internal Chrome extension to improve customer support by leveraging the AI capabilites.
Tech: Python, PHP, HTMX, Flask, MySQL, MongoDB, AWS, Docker, Browser Extensions, AI Prompt, Chatbot

CTO / Senior Software Developer
La Caja Company
2020-08 - 2023-02 (2 years)
Developed two Saas projects from scratch, with third-party integrations to social networks and multitenancy, using Laravel, Vue and MySQL. As CTO and Lead Programmer I managed a small team of developers.
Tech: PHP, JavaScript, MySQL, VueJs, Laravel, Forge, Vapor, AWS, SaaS, API, ChartsJs

Content Manager / Maintainer
Artcrónica
2018-06 - 2022-04 (4 years)
Content administrator and overall maintenance.
Tech: Wordpress

Fullstack Developer
NextReality Digital
2019-02 - 2020-12 (1.9 year)
Developed an ecommerce web application with a 3D viewers and a custom backend administration panel. I also configured all the services on AWS
Tech: JavaScript, PHP, MySQL, ThreeJS, Vue, SaaS, API

Fullstack Developer
Fábrica de Arte Cubano
2014-12 - 2018-05 (4 years)
Developed the official website and internal tooling for content administration
Tech: JavaScript, PHP, MySQL, Vue, Laravel

Videogame Developer
Joven Club de Computación y Electrónica
2013-10 - 2014-12 (1.2 year)
Implemented player movement and gameplay.
Tech: Unity3D

Projects

Matrix rain in the Terminal (Go)
2024-09 - Present
Crappy implementation of the Matrix rain with Go

Snake Game in the Terminal (Go)
2024-09 - Present
Snake game in the terminal with Go

Tic Tac Toe (PHP)
2024-08 - Present
Tic Tac Toe game in one PHP file

Platformer (Raylib)
2024-08 - Present
Platformer basics in Odin with Raylib

Trigonometry
2024-08 - Present
Trigonometry visualizations in C with Raylib

Boids
2024-08 - Present
Steering behaviours simulation in C with Raylib

Space Invaders
2024-08 - Present
Space invaders game in C with Raylib

Know Your Craft Website
2024-08 - Present
Website with a compilation of cheatsheets for different languages

Snake Game
2024-05 - 2024-06
Snake game made in C with Raylib

Crunchyroll Enhancer
2024-03 - 2024-03
Browser extension that skips Crunchyroll intros and credits

Conway's Game of Life in Python
2024-01 - 2024-01
Conway's Game of Life Algorithm simulation CLI app

Klipers Saas
2022-02 - 2023-02
Saas to aggregate and display metrics from multiple sources. I developed the UI, added the integrations with third party APIs like Facebook, Instagram, Twitter, did server configuration and deployment. Tech used: Laravel, VueJs, InertiaJs, TailwindCSS, ChartsJs. Hosted on AWS with Laravel Vapor

Contegy Saas
2020-08 - 2023-02
Saas to managed Content Marketing campaigns. I developed the UI, added multi-tenant architecture, integrations with third party APIs like Facebook, Instagram, Google Analytics, Twitter, LinkedIn, did server configuration and deployment. Tech used: Laravel, VueJs, InertiaJs, TailwindCSS, ChartsJs. Hosted on AWS with Laravel Forge and Envoyer

Tenza Website
2021-11 - Present
Official website for Tenza Studio with cool 3D animations and a 3D viewer. Tech used: NuxtJs + TailwindCSS + ThreeJs + AnimeJs and Lottie. Hosted on Netlify

Alberto Hernandez Reyes Personal Website
2018-06 - 2021-12
Official website for a Cuban painter. Tech used: NuxtJs + TailwindCSS. Hosted on Netlify

La Tinta Magazine Website

2018-03 – 2021-01

Official website for the first body art magazine in Cuba. Tech used: NuxtJs + TailwindCSS. Hosted on Netlify

PlaceArt Website

2019-02 – 2020-12

Saas for selling art online. A work on the frontend, backend, 3D viewer for art showcase and server configuration and deployment. Tech used: NuxtJs + Laravel + ThreeJs + AFrame

Fábrica de Arte Cubano Website

2015-01 – 2018-06

Official website. I developed both frontend and backend (with a custom programming of events's calendar and editor). Tech used: Laravel 5 + Bootstrap + jQuery

Gráfica Interactiva II (with Serones Art Group)

2017-01 – 2017-03

A collaboration with the cuban art group called Serones. I programmed the 3D navigation system, event triggers and illumination. Tech used: Unity3D