Armando José Peña Tamayo

Semi Senior Software Engineer

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+5 years of experience working as a Fullstack Web Developer. Building web applications for small startups and large international companies with focus on customer experience, development speed, performance and security. Practical mindset, always learning new technologies. Sharing acquired knowledge through blogging and mentorship.

MOST RECENT WORK EXPERIENCE

Frontend Developer at Cuban Engineer

September 2023 - Present · 2 mos [Cuban Engineer, B2B]

RESPONSIBILITIES

- Updated company's website framework, Angular, from version 10 to version 15 and deprecated dependencies.

KEY ACCOMPLISHMENTS

- Improved performance by 15% by replacing or updating deprecated dependencies and refactoring old code into newer standards.
- Improved backward version compatibility and reduced merge conflicts by following a cascade versioning system of git branches for each version update.

Frontend Developer at Wassermeloni

February 2023 - August 2023· 8 mos [Wassermeloni, B2C]

RESPONSIBILITIES

- Updated company's website framework, Angular, from version 10 to version 15 and deprecated dependencies.
- Apply TDD concepts and fix update related broken unit tests.

- Create CI/CD for deployment.

KEY ACCOMPLISHMENTS

- Improved development experience by fixing and updating +800 broken unit tests and end to end tests, by updating code and dependencies to new technologies.
- Improved security by replacing or updating deprecated dependencies and refactoring old code into new standards.
- Improved backward compatibility and reduced merge conflicts by following a cascade versioning system of git branches for each version update.
- Improved deployment time and reduced costs by 50% on CI/CD by caching dependencies and improving tests.

Fullstack Developer at Imagined Earth

October 2019 - February 2023· 3 yrs 5 mos [Imagined Earth, B2C]

RESPONSIBILITIES

- Refactor and fix legacy code for a mobile application made with Ionic and Angular 12.
- Add new features like, Google Maps integrations, in app sales and in app advertising.
- Remake mobile app UI to new design.
- Building, deploying and publishing app closed tests, betas and release versions on Google Play and App Store.
- Improve performance of the backend API based on Laravel.
- Adding new API routes to include new app versions compatibility.

KEY ACCOMPLISHMENTS

- Improved performance by reducing first page load after login from ~7 minutes to ~3 seconds, by creating a data caching algorithm, lazy loading heavy data, fixing heavy blocking code and fixing API's algorithm and response data.
- Reduced company's Google Maps costs to 10% of original by implementing a debouncing algorithm on the autocomplete search system.
- Improved customer retention on Google Play and App Store, by fixing navigation issues, accessibility, improving performance and reducing error messages to the UI.
- Reduced company's server costs and app downtime by fixing synchronous API's methods with heavy CPU load.
- Improved user experience by implementing a push notifications system.

SKILLS

- Fast learner
- Strategic planning
- Team player
- Abstract thinking
- Adaptability
- Agile principles
- Problem solving
- Mentoring
- Pragmatic thinking

- Active listening
- HTML
- CSS
- JavaScript
- TypeScript
- Angular
- Astro
- Node JS
- Express
- Unity
- C#

- Go
- Object Oriented Programming (OOP)
- Functional Programming
- Test Driven Development (TDD)

EDUCATION

GitHub Universe Cloud Skills Challenge, Microsoft

October 2023 - November 2023 [Online]

Computer Science CS50x, Harvard

February 2022 - November 2022 [Online edX]

CSS course, Sololearn

February 2021 - March 2021 [Online]

Angular + NestJS course, Sololearn

December 2020 - February 2021 [Online]

JavaScript course, Sololearn

December 2020 - February 2021 [Online]

PHP course, Sololearn

August 2020 - September 2020 [Online]

Software Engineer, University of Informatic Sciences

August 2009 - October 2013 [Habana, Cuba] (unfinished for personal reasons)

LANGUAGES

Spanish and English.