

CRISTHIAN VIDAL

Software Engineer

CONTACT

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LANGUAGES

- English: Fluent
- Spanish: Native

SKILLS

Software Development

- Unity, Unreal Engine, Godot, Cocos2D
- React, Node.js, Express.js, .NET Framework, Android Studio, Flask, Jinja, Joomla, Pony
- Bootstrap

Mobile & Cross-Platform

- React Native
- Android Studio

3D Modeling, Animation and Motion Capture

- Blender
- iPi Soft

Image Editing

- Photoshop
- Gimp

Video Editing

- Adobe Premiere Pro
- Adobe After Effects

Containerization

- Docker
- LXC/LXD

Linux Systems

- Management and Maintenance
- Networking
- Scripting
- Automation
- Deployment

Version Control

- Git
- Perforce

Hosting & Server Management

- Plesk
- Ionos
- AWS
- A2 Hosting
- Vultr
- Oracle Cloud

ABOUT ME

Versatile Software Engineer with 9+ years spanning full-stack web, mobile, and game development as well as DevOps & 3D content creation. Proven track record of shipping customer-facing products in JavaScript/TypeScript, C++, C#, and Python, leading small teams, and owning infrastructure end-to-end on AWS & Linux. Passionate about clean code, performance optimisation, and mentoring engineers.

PROGRAMMING/MARKUP LANGUAGES

- | | |
|--------------|----------|
| • ASM x86 | • Java |
| • Bash | • JSON |
| • CSS | • JSX |
| • C# | • Kotlin |
| • C++ | • LUA |
| • C | • PHP |
| • Haskell | • Python |
| • HTML | • SQL |
| • JavaScript | • XML |

PROFESSIONAL EXPERIENCE

Software Developer / Systems Engineer

Smart Technology Solutions | 02/2023 - Present

- Developed and deployed multiple responsive, SEO-optimized company websites using React.
- Designed and built a cross-platform mobile app (iOS & Android) using React Native, integrated with a custom Node.js backend.
- Built and configured complete network infrastructure, including organizing network racks, installing access points, switches, and firewalls.
- Developed and maintained a Node.js backend hosted on Linux servers, implementing RESTful APIs and managing server-side functionality.
- Installed and managed Linux servers from scratch (Ubuntu), including system configuration, deployment, and monitoring.
- Programmed smart home systems with Savant and Lutron platforms, integrating AV systems, lighting, and home automation workflows.
- Contributed across infrastructure and full-stack development to support smart technology deployments and internal tools.

Game Engineer

RoGWoW | 01/2016 - 09/2022

- Design and implement game systems using C++ and relevant libraries, following best practices.
- Train and mentor junior developers, provide guidance on coding and debugging, and help them understand the project's codebase and architecture.
- Fix bugs and troubleshoot issues using debugging tools and deep knowledge of the game's codebase.
- Manage and maintain database connections, design and implement efficient and effective database schemas that integrate seamlessly with the game code.
- Reverse engineer and decompile client code as needed to understand and troubleshoot issues and identify opportunities for improvement.
- Handle the sending and receiving of packets between the server and the client, including implementing protocols for reliable and efficient data transfer.
- Enhance and optimize game code to improve stability and performance, using profiling tools to identify bottlenecks and implementing performance improvements.

Lead Android Developer

University of Havana | 08/2021 - 03/2022

- Managed development team through every stage to create higher education market mobile app.
- Developed mobile application tailored to client requirements.
- Maintained records of development procedures, architectures employed and other standard components, noting and striving to correct variances from best practice standards.
- Utilized best practices to identify and remedy bugs in applications within specific timeframe.

Full-Stack Developer

Peype | 03/2019 - 04/2020

- Presented and implemented website and integrated solutions to complement business operations.
- Built layouts and landing pages according to customer parameters and design guidelines.
- Designed and created websites, portals and large-scale web applications for multiple clients.
- Created websites and online applications to assist companies with online presence.
- Managed Linux-based VPS, including installation, configuration, monitoring, maintenance, and troubleshooting.