

Juan Tello

SOFTWARE ENGINEER

CONTACT

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SKILLS

Python Lua C++ Swift
SwiftUI Java Kotlin
Django SQLite MySQL
CMake Docker GitHub
Git Selenium Sockets
Networking

CERTIFICATE

HarvardX — CS50x (Verified)
Introduction to Computer Science · 2025
<https://courses.edx.org/certificates/120ae6b81da949b5aad52b26b49c8125>

SUMMARY

Self-taught software developer since 2019 with a track record of shipping apps, automations, and C++/Lua server customizations. Strong in Python, Lua, and C++; experienced with Swift/SwiftUI and Django. I learn new stacks quickly and enjoy building robust systems, clean UIs, and tooling that makes teams faster.

PROFESSIONAL HIGHLIGHTS

- Built and operated a customized MMORPG server (C++/Lua) with new gameplay systems, scripts, and ops tooling.
- Delivered desktop and web apps with SQLite/MySQL backends, CI packaging, and deploy automation.
- Created bots, Selenium flows, and process tools to streamline repetitive work.

SELECTED PROJECTS

Retrowar — Customized MMORPG server (C++/Lua)

- Gameplay systems: refine/ability orbs, arenas, dungeon instances, blessings rework; QoL scripts (XP tracker, talkactions).
- Ops: restart/anti-rollback scripts, webhook logging, DB schema, CMake build pipeline, and config hardening.

Logistics Management App — Desktop (Python, CustomTkinter, SQLite)

- Secure login, product categorization, sortable treeviews; packaged with PyInstaller and GitHub Actions.

AmorEmPedacos — Admin app (SwiftUI, SQLite.swift)

- Ported a Python/Tk admin panel to native macOS; modular SwiftUI views and local persistence.

flooring_site — E-commerce (Django)

- Store/cart/payment apps, SQLite dev DB, static pipeline, and deploy scaffolding.

Raspberry Pi + Services (Python/Lua/C++)

- Socket servers/clients (solServer.py / solClient.lua), bots/monitors (retrowarbot.py, sayleriumbot.py), and service scripts.

Automation & Bots (Python)

- seleniumProj.py (browser flows), process_interface.py (process orchestration), omegaPush.py (job/deploy pushes), capturebox.py (screen capture).

Personal Site

- Static HTML/CSS portfolio with certificate showcase.

PROFESSIONAL EXPERIENCE

Independent Software Engineer

Jun 2019 – Present

- Plan, build, test, and maintain desktop, web, and service apps.
- Customize/operate C++/Lua servers; design schemas and add observability hooks.
- Build internal tools and automations (CI packaging, scripts, bots) to streamline workflows.