Keyber Rosas

Software Developer

✉ me@keyber.net   ⦿ Fadest   ⦿ Venezuela

SUMMARY

Software Developer with over 10 years of experience in the field. Extensive experience in building software in various frameworks and languages.

EXPERIENCE

Java Developer

Havoc Games   📅 10/2020 - 08/2022   ⦿ New York, United States

Havoc Games is a company that has been providing Minecraft: Java Edition content for almost a decade.

- Implemented and document new events and APIs for better understanding.
- Added support for Minecraft: Bedrock Edition using GeyserMC which increased DAU by 60%.
- Generated and presented weekly reports around project development status, operations, and performance to management.

Java Developer

Minecub   📅 01/2020 - 09/2020   ⦿ Madrid, Spain

Minecub is a Minecraft: Java Edition network that provides competitive content for Spanish-speaking players.

- Maintained and updated the codebase to Java 8.
- Instructed and helped the developer team to work on the infrastructure.
- Reviewed and revised software designs to ensure technical compliance and proposed architectural improvements.
- Reviewed server status and troubleshoot daily problems.
- Optimized deployment time by 80% implementing a CI/CD.

Freelancing

Minecraft Development   📅 2015 - Ongoing   ⦿ Worldwide

Freelancing since I was in High School doing Minecraft related work.

- Used Bukkit and Spigot for generating server-side plugins.
- Used Fabric and Forge for creating client-side mods.
- Updated projects to use Java 17.
- Created patches for closed-source applications.
- Fixed game-breaking bugs and dupes.
- Implemented complex minigame systems that communicated through a 'BungeeCord' or 'Velocity' proxy.

PROJECTS

Warcraft Central

A Spring Boot application that retrieves information from an API.
- Implemented OAuth security for interacting with Blizzard's API using their client id and secret.
- Tested using JUnit, Mockito and Wiremock.
- Designed to work using any region: America, Europe, Korea and Taiwan.
- Setup a CI using GitHub Actions.

Twitch Rivals: Craftmaster LIVE

📅 05/2022 - 07/2022   ⦿ Amsterdam, Netherlans

Developed a Minecraft tournament event for TwitchCon: AMS 2022.

- Viewed by 100.000+ people including attendants and platforms like Twitch and YouTube.
- Implemented a cutscene system for smooth animations.
- Updated a library for blazingly fast world loading and fixed crash issues.
- Collaborated with QA team for fixing bugs.

TECHNOLOGIES

🌐 Languages
Java, Kotlin, TypeScript, Python.

</> Frameworks
Spring Boot, Spring Security, Spark, JUnit, Docker, Spigot, BungeeCord, Velocity.

🗄 Databases
MongoDB, MySQL, PostgreSQL, DynamoDB.

EDUCATION

Bsc in Computer Engineering
Universidad Rafael Belloso Chacín

📅 2018 - 2020
- Wrote a thesis about how important the biometric system is to ensure the safety of students.

High School
U.E. Madre Mazzarello

GPA
18 / 20

📅 2013 - 2018
- Delivered a comprehesive strategy about how important are computers and software in schools and how to implement them succesfully on kids.
- Taught a class of 5th grade students an introduction to programming using Scratch.

LANGUAGES

Spanish	**Native**
English	**Proficient**