Adrian René López Cintas

Fullstack Engineer • Go • React • SQL

Havana, Cuba

xeraphdev@gmail.com • github.com/xeraph-dev • linkedin.com/in/adrian-lópez • www.xeraph.dev

Summary

Fullstack engineer with 3 years of Go and SQL on the back end and 6 years of React on the front end, with experience in query performance optimization on large datasets, accessible web interfaces, and migrating legacy applications to React. Currently in the second year of a BSc in Mathematics.

Experience

Web Developer (Go / React), Divertimento

Nov 2022–Oct 2025 • Remote

Healthcare care-management platform

- Worked on a Go microservice acting as a backend-for-frontend (gateway) for the platform's web application, loading large volumes of data from another microservice.
- Helped implement the back-end logic of a task-generation system: staff define patient criteria, the system generates follow-up lists, and a detail view lets them contact patients and record outcomes.
- Implemented caching strategies in the service's own PostgreSQL database to avoid repeatedly loading large datasets from the upstream service.
- Fixed a production report page that timed out on every request: it joined 10 tables over millions of rows against a 30 s limit. Redesigned the queries with CTEs and tighter joins, plus pagination and precise filters, bringing response times to 5–20 s depending on the filter volume. Before, it was slow regardless of how few results it returned.
- Designed a reusable Go abstraction for dynamic filtering and pagination over large tables.
- Reduced load in many other queries by narrowing the working set early instead of expanding rows and filtering afterwards.

Other Projects

- Built a full portal from scratch in Astro, implementing a provided design.
- Built the landing page for a product launch using Laravel.
- Worked on the front end of migrating a legacy .NET application to React.
- Migrated an end-to-end test suite from Cucumber to Cypress.

Front-end Developer (React), Freelance

Sep 2022–Oct 2022 • Remote

- Contributed to the front end of a web page for designing databases without needing to know SQL.
- Wrote Cypress end-to-end tests for every new feature and bug fix, so that fixed issues could not regress.
- Improved site performance with React best practices; contributed to core product development.

Web Developer (PHP / React), Divertimento

Mar 2022–Jul 2022 • Remote • Part-time

School e-learning platform

- Built core features of an online course platform developed for a single school.
- Worked under strict WCAG AA accessibility requirements, testing with screen readers on Windows and VoiceOver on macOS to reproduce and fix assistive-technology issues.
- Implemented an in-house text-highlighting library from scratch as part of the project's own component set.
- Integrated with Java/Spring Boot microservices, occasionally modifying their code.

Front-end Developer (React), IJP Software

Jul 2021–Jun 2022 • Remote

- Worked on a platform built around dynamically generated forms: forms arrived as structured data and the front end rebuilt the UI from them at runtime.
- Contributed to the front end of an e-commerce site built with Vue.
- Built a mobile app with the core team in a hackathon, working on both the front end (React Native) and the back end (Express).
- Contributed to a React Native music-purchasing app.

Front-end Developer (React), Freelance

Jul 2020–Jun 2021 • Remote • Part-time

- Built small JavaScript and React projects for clients.
- Wrote a script to add watermarks to videos, which led to a client getting back in touch two years later.

Drupal Developer, Xetid Oct 2019–Aug 2021 • Havana, Cuba

- Built two government websites from scratch.
- Developed a Drupal module for user authentication through EnZona, a Cuban digital payments platform.
- Maintained and extended existing government websites by adding new features.

Projects

- **Guardias**: cross-platform desktop scheduling app in Tcl/Tk, built as a single static binary; in active development. github.com/xeraph-dev/guardias
- **Sudoku**: desktop sudoku game built with Svelte and Tauri. github.com/xeraph-dev/sudoku
- **text-highlighter**: text-highlighting library written from scratch for the e-learning platform. github.com/xeraph-dev/text-highlighter
- **Channels Watcher Bot**: Telegram bot (Python, Prisma, Docker) that watches channels and forwards messages matching each user's filters. github.com/xeraph-dev/channels-watcher-bot
- **SRI**: information retrieval system for documents based on the vector space model (Python), built in my first year at university. github.com/xeraph-dev/sri
- **Space Invaders**: game written in Racket as the final project of How to Design Programs. github.com/xeraph-dev/space-invaders.rkt
- **VSCode Profile Manager**: macOS app in Swift for managing Visual Studio Code profiles. github.com/xeraph-dev/vscode-profile-manager-macos
- **Rick and Morty**: macOS client for the Rick and Morty API, written in Swift. github.com/xeraph-dev/rick-and-morty-macos
- **BettyCook**: mobile recipe-book app built with Flutter. github.com/xeraph-dev/bettycook

Education

BSc in Mathematics (in progress), University of Havana Sep 2025–Present

Skills

Back-end: Go • SQL (PostgreSQL, MySQL) • REST APIs • Node.js/Express • Docker • Linux
Front-end: React • React Native • JavaScript • TypeScript • Next.js • Vue • accessibility (WCAG AA) • end-to-end testing (Cypress)
Other: Git • Tcl/Tk • Python • Bash • PHP • Haskell • Racket • Swift • Flutter • Drupal
Platforms: GitHub • Vercel • Hostinger • Jira
Methodologies: Scrum • Waterfall

Languages

Spanish (native) • English (intermediate)