

Zic Juan

Senior Full Stack Web Developer

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About

Hi there 👋! I'm Juan, a Full Stack web developer from La Plata, Province of Buenos Aires, Argentina. I have been developing for more than 20 years. I started my journey in the tech world at 11 years old assembling my first PC, at 12 years old creating simple software and at 14 my first Full Stack app with PHP, MySQL, JavaScript and Flash. Doing this professionally for more than 14 years by now.

Nowadays, I mainly work planning, developing, deploying and maintaining Apps, Websites and Games with technologies and tools like React, NextJS, Node, TypeScript, MariaDB/MySQL, Redis, Google Cloud Platform, Docker among others.

I work the full stack: planning systems, provisioning Linux VMs and cloud (GCP, AWS), Docker, CI/CD, zero-downtime deploys, and logs/metrics/alerts. I also run self-hosted setups when that fits. On the frontend I spend a lot of time on performance, especially real-time and game-like interfaces.

Skills

Programming Languages

JavaScript, TypeScript, PHP, Java, Python

Technologies

React, NodeJS, Express, NextJS, Laravel, Livewire, Tailwind, MariaDB/MySQL, Redis, Websocket, Docker, Google Cloud Platform, Bash, Linux, Git, CSS, Jira, Analytics, Angular

AI & Agentic Tools

Cursor, Claude, agentic workflows, local inference

Languages

English (B2), Spanish (native)

Experience

Senior Software Engineer / Consultant

May 2023 – Present

I contributed to a fintech startup for worldwide donations. I built and maintained Laravel and Livewire apps, and took on DevOps: Docker, Linux servers, and AWS VMs and services. I also maintained and improved Java/Spring services. I helped modernize older systems, joined planning and code reviews, and mentored teammates. Consulting went from architecture to deployment.

Senior Software Engineering / Tech Leader at DChess (dchess.net)

September 2021 - May 2023 (1 year 9 months)

Initially, I was responsible for the entire platform architecture design and software development and deployment. It consists of real-time Chess games, with live spectator mode, tournaments, duels, consumables, shop, internal marketplace, integration with Web3. I developed the Frontend with React and chess.js, with a 4ms re-render time per move, so it stays fast even on old phones. I used websocket to connect the client to a stateless server (that can scale automatically) and keep states of the games in a Redis instance. I managed all the monitoring and got involved in the feedback from users. I also helped on the hiring processes of new developers to join the team, doing some training, delegating and collaborating with them and reviewing their job.

Freelance Software Engineering at GeekWallet

April 2019 - December 2020 (1 year 8 months)

GeekWallet started as a donation platform, and from there we created [Arnipay](#), a payment gateway for users in Paraguay that is now in production. I worked on payments with cell phone credit, fraud detection, Laravel and Livewire applications, MariaDB, and the creation and maintenance of SDKs for PHP and NodeJS, deployed on Google Cloud Platform.

Full Stack Developer and Owner of Ceneka (ceneka.net)

2015 - Present (8 years)

Ceneka is a platform that facilitates the financing of content creator projects from Argentina and other LATAM countries, adding interaction to their creations. I developed it in PHP, MySQL, JQuery and Bootstrap on a self managed Linux VPS. With more than 80.000 users and more than 2 million USD in donations.

Lead Programmer at Shoor Games (shoor.itch.io)

March 2013 - July 2019 (6 years 5 months)

Web & Game Development on an Argentinian Startup. With games launched on Steam and other platforms. Used technologies like Unity, GameMaker, Godot, PHP among others. Examples: [My Tower](#), [My Home](#) | [80 Boxes](#) | [Rocket Sketch](#) | [Guitar Scales App](#)

Freelancer Web Developer

March 2007 - Present

I built WordPress landing pages and blogs, including custom plugins, and kept those sites updated. I also built admin software for a school: student records, debtors, and messages to parents. I still maintain live sites — WordPress, OJS, and custom platforms. That includes updates, security, and recovering sites after hacks. Examples: [MiCorazonDeTiza](#) | [Lajsba](#) | [OJS](#) | [Serpientes Argentinas](#) | [Sistema Administrativo Escolar](#)

My Own

*Tools and **Vivecoded** apps*

[Afin.ar](#): A Guitar Tuner App, Metronome, Scale, and more (Fully static PWA app with React, Next, Cloudflare Pages). I did a lot of "vive coding" here!

[ElTruco.ar](#): A fast, free Truco score counter, vivecoded through the full flow from prompt to production.

[LazyBackup](#): web app for VPS backups over SSH and Rsync, with a dashboard for schedules and status.

[Tenisdemesa.ar](#): A site to track local tournament and places to play Table Tennis.

[sshya](#): CLI for managing SSH connections with aliases, interactive prompts, and fzf integration.

Certifications

freeCodeCamp · Mercado Pago Developers · pre-AI era

- Checkout Pro — March 22, 2021
- Responsive Web Design — November 12, 2019
- JavaScript Algorithms and Data Structures — November 9, 2019