

Iyael Pereyra

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La Plata, Buenos Aires, AR

Profile

Computer Science professional (Licenciatura en Informática, UNLP — final year; Analista Programador Universitario, graduated) with a strong foundation in systems programming, operating systems, and network architecture. I have shipped software across the full depth of the stack — from bare-metal C to production web platforms, published Android applications, and a commercial multiplayer game on Steam. Drawn to the intersection of **clean architecture, information security, and distributed systems**: building software that is correct, maintainable, and designed with a clear understanding of its threat model and performance constraints.

Experience

Co-Founder & Software Engineer

2022 – Present

Surcabit · La Plata, AR · surcabit.com

- Co-founded a software studio that has shipped 9 production projects spanning web, mobile, gaming, AI automation, and blockchain.
- Designed full-stack architectures from the ground up — API design, database schema, deployment pipelines, and security posture — and drove technical standards and best practices across all projects.
- Built real-time systems using WebSockets and gRPC, applying clean architecture and established design patterns throughout.
- Delivered products end-to-end across the full stack: from backend services and infrastructure to published mobile apps and a commercial game on Steam.
- Applied security best practices across all projects — threat modeling, input validation, auth hardening, and OWASP Top 10 mitigations — as a first-class concern from the start of each engagement.

Frontend Developer

2021 – 2022

Xirect Software Solutions · American Fork, UT

- Built *Corporate*, a Vue-based admin platform through which operators configured payment methods, UI components, and business rules of *Back Office* — a live commercial system serving ~30 000 end users in production.
- Identified and reported a critical authentication vulnerability — discovered within the first weeks on the job — that allowed full user impersonation and unauthorized access to private data across the platform.
- Reduced codebase complexity through systematic refactoring: eliminated dead code, removed redundant logic, and improved maintainability across multiple modules.
- Implemented unit and end-to-end test coverage using Cypress, and surfaced multiple backend integration bugs through systematic API boundary testing.

Education

Licenciatura en Informática — final year in progress

2018 – Present

Universidad Nacional de La Plata (UNLP) · info.unlp.edu.ar

Analista Programador Universitario — graduated

2018 – 2023

Universidad Nacional de La Plata (UNLP) · info.unlp.edu.ar

Technical Skills

Languages

TypeScript, Python, C, C++, C#, Kotlin, Java

Systems

Operating Systems, concurrency, Linux

Web & API

Vue, React, Node, FastAPI, Flask, Ktor

Security

OWASP Top 10, penetration testing, malware analysis, digital forensics, server hardening

Mobile & Game

Android (Jetpack Compose) Unity / C#

Data & AI

PyTorch, TensorFlow, data pipelines

DevOps

Docker, Git, PostgreSQL

Architecture

Clean Architecture, design patterns

Infinity Arena

Steam · 2026

Unity · C# · Multiplayer Networking · Global Server Deployment

Competitive online multiplayer game published on Steam. Features dynamic server deployment across global regions to minimize player latency, custom matchmaking logic, and authoritative real-time networked gameplay.

Chingu

Google Play · 2024

Android · Kotlin · Jetpack Compose · AI Backend

Language-learning Android application available on Google Play. Integrates text-to-speech, speech-to-text, and pronunciation scoring. Real-time AI conversation powered by a custom backend with live translation, chat history, and audio feedback.

Info System

Internal Tool

Python · Web Scraping · Data Pipelines · PostgreSQL

Large-scale data acquisition system built on parallel scraping pipelines. Ingests massive volumes of heterogeneous raw data, normalizes and transforms it into structured relational datasets, and exposes query interfaces for downstream analysis.

InfoQR

Web Application

HTML / CSS / JavaScript · Accessibility · Semantic Architecture

Communication platform for people with speech or language difficulties. Users build a personalized card panel — simple, intuitive, and accessible — reachable via a printed QR code, enabling independent communication without requiring a device of their own. Accessibility and inclusive UX were primary design constraints throughout.

UNLP Medicine System

Institutional · UNLP

Web · Python · Flask · PostgreSQL · RBAC

Internal management system for the administrative staff of the Faculty of Medicine at UNLP. Handles role-based access control across multiple user categories, staff records, administrative workflows, statistics dashboards, and automated report generation.

Bookflix

Academic Project

Web · Smalltalk · MongoDB · MVC

Full-featured digital book store simulation with catalog browsing, user accounts, fictional purchase flows, and order management. Built in Smalltalk with MongoDB, following a clean object-oriented architecture.

Aprendamos a Limpiar

Android · CEDICA

Android · Kotlin · Jetpack Compose · MVVM

Android app for CEDICA (La Plata) built with modern Android stack and clean architecture best practices. Designed to be accessible, simple, and intuitive — guiding equine-assisted therapy patients through an interactive Q&A on horse grooming sequences.

Additional

Languages

Spanish (native) English (reading B2, listening B1, speaking A2)

Interests

Modern software design, clean architecture and design patterns, information security, distributed and real-time systems, low-level optimization and parallelism, continuous learning.