

# Kremarik Sebastian Emilio

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## SUMMARY

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My primary interests lie in mathematics, data structures, and algorithms, currently seeking a position where I can tackle challenges and learn from it.

## EDUCATION

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**National University of La Matanza**

*Software engineer.*

Argentina, Buenos Aires

*April 2022 – Present*

## EXPERIENCE

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**Back-end Developer**

*Grava Digital, <https://grava.io/>*

Dec 2024 – Present

*Hybrid*

- Development of web applications using TypeScript with Node.js and Go.
- Creation and implementation of RESTful APIs.
- Strategic migration of legacy PHP systems to modern technologies, improving code performance and maintainability.
- Implementation and management of SQL databases (MySQL, MariaDB) and NoSQL databases (CouchDB, MongoDB).
- Experience in code modernization projects, with emphasis on migration to Go.
- Developed smart contracts for an internal company project using Solidity and Hardhat.
- Created a JavaScript SDK to facilitate development and communication with the smart contracts.

**Data entry**

*Industrias Metalart S.A.*

June 2021 – November 2021

- Database management in MySQL.
- Data compilation and analysis.

## PROJECTS

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**flappy-ascii** | *Rust*

- Developed a Flappy ASCII game using Rust and the Bracket-lib library.

**cli-tools** | *Rust, Bash*

- Developed CLI applications from 'GNU - Coreutils' in Rust.
- Focused on creating efficient algorithms, data structures, and error handling.

## TECHNICAL SKILLS

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**Programming Languages:** Rust, Go, C.

**Developer Tools :** Git, Vim, VS Code.

**Operating Systems :** Linux and Windows.