

# MARCO ANTONIO ARAYA JIMENEZ

Software Developer

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[Linkedin](#) | [GitHub](#)

## EDUCATION

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### Fidelitas University

Computer Science Bachelor of Engineering

Costa Rica

Jan 2021 - Sept 2023

## EXPERIENCE

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### FlyWheel Studio | Software Developer

March 2024 - Jan 2025

- Develop mobile applications with advanced UI/UX design and seamless database integration.
- Implement custom code within FlutterFlow to create specialized functionalities for enterprise clients.
- Engineer cloud and edge functions to optimize complex business logic and workflows

### Ofisistemas | Software Developer

Oct 2023 - March 2024

- Enhanced frontend functionality using AngularJS, improving user experience and workflow efficiency.
- Provided ongoing support and maintenance for complex backend logic in employee payroll systems.
- Developed and maintained stored procedures for critical validation modules.

### Software Enterprise Services | Software Developer

Sept 2022 - Mar 2023

- Trained with RPG, AS/400 IBM I Series, SQL, and Java
- Used Java and RPG as the AS/400 system backend, with Java (JSP) for the front end.
- Coding, support, and maintenance of DataPro eIBS banking system.

## SKILLS

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Programming Languages: Java, Javascript, Cairo, Typescript, Rust, Python  
Libraries/Frameworks: Angular, SpringBoot, React, LLMs  
Tools / Platforms: Postman, AWS, Linux, GCP, Vitest, JUnit, Docker  
Databases: MongoDB, Supabase, Firebase, Mysql, SQL Server

## PROJECTS / OPEN-SOURCE

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### ByteBeasts | [Link](#)

*Dojo, React, Cairo, Typescript*

- Co-Founder and Core Developer at ByteBeasts, securing \$50K in seed funding within first year.
- Responsible for 70% of backend development, creating all core systems/functions for game mechanics.
- As CPO, orchestrated product vision and go-to-market strategy, including feature prioritization, competitive analysis, and user experience design.

### OnlyDust | [Link](#)

*Cairo, Go, Typescript, Rust*

- Made 40+ open source contributions to Starknet ecosystem since 2024, ranking in top 1% contributors.
- Created Cairo lints in Rust with 98% detection rate for common code vulnerabilities or best practices.
- Developed 2 Cairo VM hints in Go/Typescript that reduced execution time for the Cairo VM.

## HONORS & AWARDS

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- Starknet Hacker Houses (Brussels 2024 & Denver 2025): Selected from 300+ global applicants for these HH. In Brussels, implemented core gameplay features to advanced our MVP; in Denver, secured one of only 23 spots and successfully deployed ByteBeasts in a production instance (Slot).
- Starkware AI Agents Hackathon: Achieved 4th place among 120+ international teams with our project. Implemented an AI Agent using the Eliza Framework with OpenAI's gpt-4o-mini model that interact with each beast, providing personalized insights and development strategies.
- Dojo Game Jam: Secured 2nd place among 15+ teams, developing ByteBeast Tamagotchi in 5 days.