

BAUTISTA ARIZA

Front-End developer | UI designer

Details

Residence
Buenos Aires, Argentina

Email
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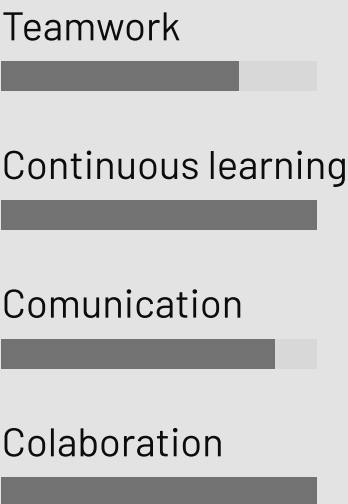
Links

[Portfolio](#)

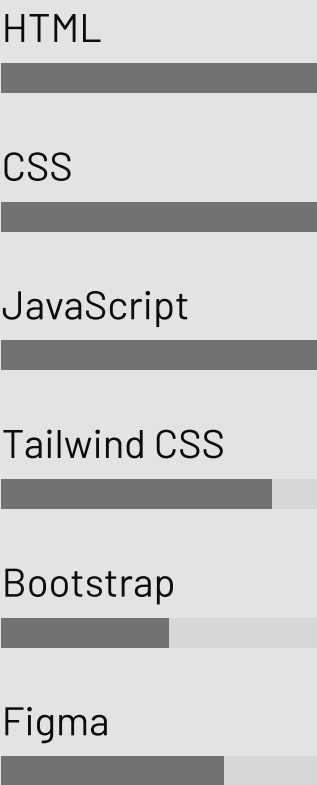
[Linkedin](#)

[Github](#)

Capacity



Skills



Languajes

Spanish - Native

English - Intermediate

Profile

Front-End developer and UI designer with advanced skills in HTML and CSS, basic knowledge in JavaScript and intermediate experience in CSS, Bootstrap and Figma. I have participated in labor simulations and collaboration projects that have allowed me to develop attractive, functional and user -centered interfaces.

I am a proactive person, with the ability to work as a team and learn quickly. I am looking for opportunities to contribute to innovative projects and continue to grow professionally.

Training

Introduction to web development - Google Activate

Jul 2022

In this course I learned the necessary bases to create a well structured website.

Introduction to web development 2 - Google activate

Nov 2022

In this course I learned the necessary bases to master and give styles to a website.

Curso CSS - Udemy

Jul 2024

In this course I was able to improve and strengthen further my knowledge with CSS, and in turn to be able to give it a more pleasant and striking style to my projects.

Internships

NoCountry - CheckpointZone - UI designer

During the development of this project, I collaborated closely with a multidisciplinary team composed of UX/UI designers, Front-End and Back-End developers. The main objective was the creation of an electronic commerce site specialized in video games, designed to offer an intuitive and fluid user experience that allows users to explore, Interact and make purchases in a simple and efficient way.

As an UI designer, my main responsibility consisted of the design of the interfaces, both in its low fidelity phase (black and white structures) and in high fidelity (color design and styles). During this process, I made sure that each visual and functional element was aligned with the user's needs, prioritizing usability, accessibility and aesthetics. The approach focused on ensuring that the user's interaction with the site was intuitive, pleasant and oriented to facilitate the purchase of video games quickly and without complications.