



Jorge Antonio Ramírez Padilla

Front-End Developer - UI/UX Designer

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JARP-96

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05/05/1996

Currently working at PSL Group as a React Front-End developer since November 2020. I used to work at Kindynos from 2018 to 2020. The main technologies I use are React, Angular and Ionic 4, and I focus on the best UX/UI using Sketch, Figma and Adobe XD for prototyping.

Relevant Skills

React Figma Storybook Git
Enzyme Adobe XD Javascript

Education

Postgraduate Engineering and Quality of Software Projects

Universidad Panamericana campus Aguascalientes
2018-08 - 2019-06

Bachelor Artificial Intelligence Engineering

Universidad Panamericana campus Aguascalientes
2014-08 - 2018-06

Achievements

Ironhack - UX/UI Designer | Hackshow Winner

Berlin, Germany 2022-08 - 2022-10

Certified UX/UI Designer, winner of the Berlin August - October 2022 Hackshow. I learned about the whole UX/UI process, as well as create multiple projects, with real companies to gain real first-hand experience.

Trep Camp - Startup Entrepreneur Winner

Manhattan College, New York 2019-06

My team and I won the contest after we pitched a solution for a global challenge on the NextGen of Agriculture. I designed an interactive web application mock-up and showed it during a pitch to a panel of startup angel investors and came second out of nine teams.

TuApp - TuApp 2017 Finalist

UFPS Ocaña, Colombia 2017-11

My team and I, comprised by two pedagogues, 3 developers and one designer (my sister), developed a videogame using the Unity engine to help children ages 6-12 learn english and current technologies, focused on developing communities.

Languages

Spanish Native speaker English C2, Fluent
German B2, Intermediate French A2, Basic

Work Experience

Application Developer - Front-End at P\SL Group - Mexico 2020-11-08 - present

I'm responsible for providing the best Front-End implementation of what the client requires by communicating with my team of Back-End Developers, QC Team, Business and Middle Layer and providing clean, documented, efficient and optimized code.

Highlights

- Experience developing in React.
- Development using Storybook and Custom Templates (cratemplates).
- Testing done using Jest and Enzyme.
- Workflow managed using Commitizen linked to Bitbucket and Jira for smooth development process.
- User tracking managed with Piwik and Matomo
- Communication with the design team through Zeplin.

Front-End Developer at Kindynos - Mexico 2018-09-21 - 2020-11-05

Known as Pegasus by the Polis and PolisPay community, I began working as the Community Manager for the company, working simultaneously as a Front-End Web/App developer. Quickly after, I just focused on the web/app design/development side of the company.

Highlights

- Gained experience developing on React, Wordpress and PHP for web development; Angular (Ionic 3/4) for app development; as well as Adobe XD and Figma for UI/UX Design.
- Responsible for designing, developing and managing of the company's websites.
- Lead the FE side of many projects from clients of the company.
- Undertook the task of adding translation support for texts not only for the websites, but for the PolisPay app as well.

Freelance - Full-Stack

I began working freelance when I was wrapping up my last year in College. My first project was with a friend, but the following ones were on my own, and they taught me a lot about working on my own directly with clients of all kinds.

Highlights

- 2018-05 Developed an Entry/Exit System for schools using QR codes. Developed in Code Igniter and MySQL.
- 2020-06 Developed yet another Entry/Exit System, this time for Industrial Parks and Private Residential areas. Developed in Angular using Ionic 4 and Code Igniter to connect the Database with the app.
- 2020-07 Designed and developed a website for an Energy Solutions company. Designed on Figma, developed on React.