MARTÍN ARIEL GALENDA

{ SOFTWARE DEVELOPMENT }
PM - UX/UI DEVELOPER

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MARTÍN GALENDA

UX/UI DEVELOPER
PROJECT MANAGER

Argentina – Buenos Aires
Since 12.03.91 – (31 years)

– **CONTACT** –

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ABOUT ME

+9 years of experience in
Software development:
Managing projects, programming,
and/or designing.

Entrepreneur profile, with broad
vision and fruture projection.
Passionate about teamwork,
preferably using agile
development methodologies.

Interpersonal skills:
Retailer, empathic, creative,
patient, resilient
(persevering), and positive.

Faithful admirer of open and
decentralized technologies.

CONTACT ME

KNOW MORE ABOUT ME

Linkedin

Behance

Portfolio

Github

ONGOING STUDIES

Bachelor of Systems – ESBA (2nd y.)

English and Java – Autodidact

MOST RECENT WORK EXPERIENCE

Bloyd – React Developer – P.O.
IT – SOFTWARE SOLUTIONS   02.20 – Present – (3Y)
- Layout and logic with **React**, using: [JSX || TS] + Redux + SASS.
- **UX** Analysis. Wireframes + Interface design with **Figma**.
- Product backlog management. Control of: priorities, criteria of acceptance, and story points, using: **Scrum**, **Jira**, and **Miro**.

8-BIT – **Kucoin** – Project Manager
EXCHANGE – CRYPTO RESEARCH – BLOCKCHAIN   01.18 – 08.19 – (17M)
- I led a team of 27 members, dedicated to a greater extent to crypto-research. I managed the projects using: **Scrum**, **Jira**, and **Miro**. Product owner. Constant adaptability to change.
- Custom performance metrics. Integrated with: **Hubstaff**, & Jira.
- Business intelligence, market analysis, sync of stakeholders.

Newline (Founder) – Multi-disciplinary
PC VIDEO GAME – M.O.B.A – STATE: ALPHA   07.13 – 06.20 – (7Y)
- I headed an international and multidisciplinary team of 33 members in the development of an online video game. I was involved in various areas of the project:
- Managed the project applying **Scrum**, using **Jira** and **Miro**. (P.O.)
- Completely designed more than seven versions of the website (including the current), our updater, and banners ads, using: **Figma** and **Photoshop**.
- I developed (from scratch) the front-end of the latest version of the website. I use: **Sass**, **Jsx**, **Jwt**, **React**, and **Redux**.
- I built the foundations of balance (heroes, skills, items, npcs, etc)
- Database manipulation. **SQL** queries using **Navicat**.
- Manipulation of the client, edition of effects, animations, textures, sounds, design, and complete layout of the lobby (UI).
- I participated in the assembly of the trailer using Camtasia.
- I conducted more han 300 interviews in search of personnel.

SKILLS

PROJECT MANAGEMENT
- **Scrum** – Moderate
- **Jira** – Moderate
- **Git/Hub** – Moderate
- **Miro** – Moderate
- **Hubstaff** – Advanced
- **Google Suite** – Moderate

SOFT SKILLS
- **Lidership** – Remote experience
- **Business Intelligence** – Analytic
- **Proactivity** – Independent
- **Ingenuity** – Innovation, creativity

DESIGN AND MULTIMEDIA
- **Figma** – Moderate
- **Photoshop** – Moderate
- **Camtasia Studio** – Advanced
- **Adobe XD** – Basic

FRONT-END DEVELOPMENT
- **HTML5** – Advanced
- **CSS3** – Advanced
- **SASS** – Advanced
- **Javascript** – Moderate
- **JSX** – Moderate
- **TypeScript** – Basic (CF)
- **React** – Moderate (CF)
- **Redux** – Moderate
- **Tailwind** – Basic

BACK-END DEVELOPMENT
- **SQL** – Moderate
- **Navicat** – Basic
- **Python** – Basic
- **Java** – Basic (CF)
- **Eclipse** – Basic
- **C++** – Basic