



MARTÍN ARIEL  
GALEDA

{ SOFTWARE DEVELOPMENT }  
PM - UX/UI DEVELOPER



# 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 future 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 - Lead 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 than 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

- Leadership - 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