

# MARTÍN ARIEL **GALENDA**

{ SOFTWARE DEVELOPMENT } PM - UI DEVELOPER











# **MARTÍN GALENDA**

# UI DEVELOPER PROJECT MANAGER

Argentina - Buenos Aires Since 12.03.91 - (32 years)

### **CONTACT**

(+54) - 011-3765-0840 martinarielgalenda@gmail.com

#### **ABOUT ME**

+9 years of experience in software development, including: project management, programming, and/or UI design.

Entrepreneurial mindset, with a broad vision and fruture focus. Accustomed to working in remote teams, while always applying agile development methodologies.

Interpersonal qualities:
Detail-oriented, empathetic,
creative, dedicated,
persistent, and positive.

A devoted admirer of open and decentralized technologies.

# **OBJECTIVES**

- Build a more just world through decentralization
  - Become a reference in the industry.
- Specialize in Al in order to be as productive as possible.

# **ONGOING STUDIES**

Bachelor of Systems - ESBA (2nd y.)

English and Java - Autodidact

### **LANGUAGES**

Spanish - Native English - A2

# **OUTSTANDING EXPERIENCES**

# Bloyd - React - UI Developer

**IT - SOFTWARE SOLUTIONS ■** 02.20 - Present - (3Y)

- Responsive SPA development in React, using: [JSX|TS]+
   [Redux, Context, Reducers]+[Sass|Styled Component|MUI].
- · UX Analysis. Wireframes + Interface design using Figma.
- · Management of sprint backlog using: Scrum, Jira, & Miro.

# • 8-BIT & Kucoin - Lead Project Manager

#### **EXCHANGE - CRYPTO RESEARCH - BLOCKCHAIN** (a) 01.18 - 08.19 - (17M)

- I led a team of 27 members focused primarily on crypto-research.
   I was involved in the strategic planning and execution of the company, conducting market analysis, acquiring new partners, and managing stakeholders.
- I managed projects in close collaboration with the Product Owner, incorporating: Scrum, Jira & Miro into the workflow.
- Performance metrics were integrated with **Hubstaff**, **Excel** & Jira.

# Newline - Software Developer (Founder)

**PC VIDEO GAME - M.O.B.A - STATE: ALPHA (iii)** 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 different areas of the development, including:
- · Project management applying Scrum, using: Jira & Miro.
- Complete design of over seven versions of the website (including the current one), as well as the updater, and banners ads, using: Figma and Photoshop.
- Front-end development of the latest version of the website (from scratch), using: Sass, Jsx, Jwt, React, MUI, and Redux.
- · I built the foundations of balance (heroes, skills, items, npcs, etc).
- · Handling of relational databases. **SQL** gueries using **Navicat**.
- · Customization of the client, editing of effects, animations, etc.

## **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
- · Vainilla.js Moderate
- JSX Moderate
- TypeScript Moderate (CF)
- React Moderate (CF)
- Redux Moderate
- · React MUI Moderate

#### **BACK-END DEVELOPMENT**

- SQL Moderate
- · Navicat Moderate
- Python Basic
- Java Basic (CF)
- Eclipse Basic
- C++ Basic

