



MARTÍN ARIEL  
GALEDA

{ SOFTWARE DEVELOPMENT }  
PM - UX/UI DEVELOPER



+54 - 011-3765-0840

[martinarielgalenda@gmail.com](mailto:martinarielgalenda@gmail.com)



# MARTÍN GALENDA

## UX / 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 future 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 AI 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 ].
- 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 📅 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 (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 different areas of development, including:
- Project management applying Scrum, using: Jira & Miro.
- Complete design of over seven versions of the website (including the current version), 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, and Redux.
- I built the foundations of balance (heroes, skills, items, npcs, etc)
- Database manipulation. SQL queries using Navicat.
- Manipulation 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

- 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 - Moderate ( CF )
- React - Moderate ( CF )
- Redux - Moderate
- React MUI - Moderate ( CF )

### BACK-END DEVELOPMENT

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