



GENERAL INFORMATION

- Visual Communication Designer, UX/UI Designer, Software Application Development Technician, and Educator.
- Since 2019, he has been part of various software development teams, holding roles such as Frontend Developer and UX/UI Designer.
- Argentine and Spanish citizen with up-to-date documentation. Currently living in Almería Capital, with the possibility of relocating elsewhere.
- Responsible, dynamic, meticulous, and creative individual with the ability to work in teams, under high-pressure conditions, coordinate groups of people, and optimize results.

PERSONAL DATA

Full name: Sebastián Ariel Bellido Vega
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Website: https://sbellido.com

ACADEMIC BACKGROUND

- 2017 | 2022**
University Technician in Software Application Development (TUDAI). Faculty of Exact Sciences (FCEX) University of the Central Province of Buenos Aires (UniCen).
- 2014 | 2016**
Postgraduate Teaching Training
Pedagogical Track for Professionals.
Higher Institute of Teaching Vocation.
- 2018**
Diploma in Interface Design and Digital Experience (UXDI Training). Faculty of Exact Sciences (FCEX), Chamber of Companies of the Tandil Informatics Hub (CEPIT).
- 1998 | 2007**
Visual Communication Designer (DCV). Faculty of Fine Arts (FBA) at the National University of La Plata (UNLP).

WORK EXPERIENCE

- 2023 | 2024**
Frontend Developer | Ruano Informática
Key Responsibilities: User interface development, implementation of responsive designs, integration of UI components, state and behavior management of the application, performance optimization, collaboration with multidisciplinary teams, ongoing maintenance and updates.
Technologies: React, DevExtreme, Azure DevOps, GitHub
- 2022 | 2023**
Senior UX/UI Designer | Tsoft
Key Responsibilities:
 - Understanding software requirements.
 - Collaborating with the Project Leader in effort estimation for implementing user interfaces.
 - Modeling and refining specifications to determine correct design for both UX and UI.
 - Ensuring application usability and maximum accessibility.
 - Combining interfaces and workflows to enhance user experience.
 - Creating user-friendly and intuitive interfaces.
 - Reviewing user interfaces and proposing improvements.
 - Properly documenting requirements and UIs according to standards.
 - Researching new technologies.
 - Adhering to defined processes and suggesting improvements.
 - Complying with Tsoft's internal policies, processes, and procedures.
 - Understanding basic concepts of ISO 9001 standard.**Methodology:** Scrum
Technologies: Adobe XD, Figma, Zeplin
Purpose: To collaborate in the design, development, and implementation process of product interfaces for clients, ensuring correct visual appearance of the interface and coherence in navigation.
Values: Teamwork, innovation, making things happen, service culture.
Skills: Communication, Prototyping, User Interface Design, Self-management.
Client: YPF
- 2020 | 2022**
Frontend Developer & UX/UI Designer | Stormtech
Key Responsibilities:
 - Design and development of corporate websites and digital product applications for clients and company-owned products.
 - Interface design, interaction flows, development, and implementation of "hunt tracking future" digital product for controlling dispatch, receipt of shipments, and real-time tracking, route assembly, driver assignment, transportation.
 - Design of postal shipment configuration app (XUBOX and QX Logistics), implementation of complex multi-step forms, user registration, login, password change, and theme change from project configuration (two branding for the same system).All projects were developed as a team, applying agile methodologies, using boards, and code versioning.
Methodology: Scrum
Technologies: Adobe Xd, Trello, HTML5, CSS3, SASS, Bootstrap 5, Node.js, Angular 10 y 13, PrimeNG, Swagger, Bitbucket.
- 2020 | 2021**
Full Stack Web Developer
Key Responsibilities:
 - To design and implement a web system serving as the environment for various online apps. Incorporate an app within the implemented platform, based on a testing and data collection paradigm. Platform and app testing. Requirements analysis, problem understanding, requirements capture, goal definition, time estimation.
 - System design: Project schema, tool selection, identity design, flow design, prototype design.
 - Implementation: Tool installation, project structuring, module and component creation, integration with non-relational databases, Google Analytics installation.**Methodology:** Scrum
Technologies: Adobe Xd, Trello, HTML5, CSS3, Node.js, Angular 10, Angular Material, Firebase, Google Analytics, GitHub.
- 2019 | 2020**
UX/UI Design Leader | Trenda Software
Key Responsibilities: Brand redesign, requirements gathering, low-definition interaction flow, user testing, UX/UI design. Creation of high-definition interactive prototypes, and technical documentation of the design for handover to development. Mobile application connecting patients with healthcare professionals. Project developed as a team, under agile methodologies and board usage.
Methodology: Scrum
Technologies: Adobe Xd, UI Ionic, Zeplin, Asana.
- 2012 | 2013**
Layout Artist & Graphic Designer | El Fénix Newspaper
Key Responsibilities: Template layout, page design, advertisement design, photo retouching, cover illustration, text editing, preparing files for printing.
Technologies: Adobe InDesign, Team Viewer.
- 2009 | 2011**
Director of Culture, Municipality of Benito Juárez
Key Responsibilities: Coordinate groups of people. Manage Cinema/Theater, Cultural Center, and Regional University Center. Budget annual allocations Update inventories. Schedule monthly activities. Deliver public lectures. Present projects orally and in writing to local, provincial, and national authorities. Generate opportunities for local artists and cultural individuals. Create new spaces for expression Organize and produce events. Analyze potential contracts Generate projects of popular interest. Provide solutions to neighborhood or delegation-specific issues. Coordinate events in regional working groups. Bring cultural and artistic activities to rural areas Advocate for respect for culture, individuals, and the environment Generate proposals and projects to encourage a variety of opportunities at the local level.

COURSES & CONGRESSES

- 2024**
React Native Courses:
 - Introduction**
 - List Management and API Consumption**
 - Forms, Storage, and Deploy**Platzí - Agustín Navarro Galdon.
Frontend Courses with React.js: Introduction to React, Render and Composition Patterns, Professional State Management, Navigation with React Router.
Platzí - Juan David Castro Gallego.
- 2023**
Course on Prompt Engineering con ChatGPT
Platzí - Carlos Alarcón
- 2022**
Analytics Seminar
Faculty of Exact Sciences - UniCen
Prof. Daniela Garay
- 2021**
HTML Course | SoloLearn
- 2020**
 - Video Game Design & Development**
Abertay University
 - Mobile App Development**
Google Activate
 - Angular Course**
Platzí - Prof. Nicolas Molina
 - Java Tutorial Course**
 - CSS Fundamentals Course**
SoloLearn
- 2019**
 - Angular Seminar**
Dr. Javier Dottori, Ing. Sergio Agüero
Faculty of Exact Sciences | UniCen
 - Interface Design Course**
Platzí - Prof. Rulótico González
 - JS Fundamentals Course**
Platzí - Prof. Sacha Lifszic
 - Responsive Design Course**
Platzí - Prof. Leonidas Esteban
- 2018**
 - SQL Fundamentals Course**
 - PHP Tutorial Course**
 - jQuery Tutorial Course**
SoloLearn
- 2017**
After Effect Workshop
Extension Secretariat - Faculty of Art - UniCen
- 2015 - 2003 | 2022**
Trimarchi / TMDG
International Congress of Graphic Design

LANGUAGES & RESOURCES

- Intermediate Level**
HTML5, CSS3, PHP, Java, JS, Angular, React, English
- Basic Level**
Firebase, DevExtreme, Processing, PostgreSQL

TEACHING ACTIVITY

- 2021 - ongoing**
Professor in Web Development Course
Coderhouse
- 2020 - 2021**
Student Assistant
User Interfaces and Interaction
Faculty of Exact Sciences - UniCen
- 2012**
Teaching Substitute in Secondary Education
Image and Constructive Procedures,
Construction and Analysis of the Image
Instituto Dr. Pedro Díaz Pumará. - Bto. Juárez
- 2007 - 2009**
Teacher in Introduction Course
Introduction to Visual Language
Faculty of Fine Arts - UNLP
Teaching Assistant
Diploma with Simple Dedication
Visual Language 1B, Visual Language 3
Faculty of Fine Arts - UNLP
- 2007 - 2008**
Teaching Assistant
Diploma with Simple Dedication
Design Methods
Faculty of Fine Arts - UNLP
- 2005**
Student Teaching Assistant
Visual Communication Design Workshop,
Design Methods, Visual Language 1 and 3
Faculty of Fine Arts - UN

TECHNOLOGY PROFICIENCY

- Advanced Level**
Adobe Xd, Photoshop, Illustrator, InDesign.
- Intermediate Level**
Figma, Premiere, Inteligencia Artificial.
- Basic Level**
After Affect, Balsamiq, Sketch, InVision.

CREATIONS & PROYECTS

- 2023**
mabell studio
Design, Development & Marketing
- 2010 - 2017**
BDG
Sales strategies, digital marketing, brand design, digital publications, packaging design, illustration, editorial design, photography.
- 2005 - ongoing**
bad
Idea laboratory, creative and experimental space.
- 2014 - 2016**
VOA estampa
Prints and design objects

EXTRACURRICULAR ACTIVITIES

- 2016**
3rd Prize - International Competition
Nestlé - SweetTARTS - eyeka!
- 2015**
Honorable Mention - International Competition
Pepsico "New dip product idea" - eyeka!
Honorable Mention - International Competition
NESCAFÉ Red Cup Coffee Maker - eyeka!
- 2012**
Mural Intervention in Lat. Meeting of Muralism.
Cosquín, Córdoba, Argentina.