

# Victor Hugo Molina Bis

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## Education

### Universidad Nacional Autónoma de México

2016 - 2021

Bachelor of Computer Science.

GPA: 3.3

## Skills

### Design

User Research, Competitive Analysis, Personas, Information Architecture, User Flows, Wire-framing, Prototyping, Interface Design, Usability Testing.

### Programming

HTML, CSS, SASS, JavaScript, VueJS, Python, Java, SQL, Git.

### Tools

Figma, AdobeXD, Sketch, Framer, Invision, Zeplin, Illustrator, Photoshop.

## Languages

Spanish - Native  
English - Advanced

## Awards

### HackDef Capture the Flag Mexico

2019 - Finalist

## Work Experience

### Laboratorio Experimental de Artes y Aplicaciones A.C. - UX Designer & Software Engineer

Jul 2020 - Now | Mexico City

- Currently working in the prototype and development of the app Moviteca.
- Performed competitive analysis and defined personas, user flow, sitemap, wireframes and the design of the app Moviteca.
- Worked in the definition, ideation, design, prototyping and development of the websites Moviteca and Creativa.

### Musicat - Front End Developer

Oct 2019 - Nov 2020 | Mexico City

- Collaborated with musicians, historians and the designer of the project to develop websites that show the result of years of investigation about the cathedrals of Mexico.
- Developed web apps that allowed the members of the project upload, modify or delete the information displayed in the websites.

## Selected Projects

### Yaj ban - UX Designer & Software Engineer

Sep 2020 - Oct 2020 | Mexico City

- Designed end-to-end user experience of a website that speeds up the acquisition of regional dresses of Mexico.
- Designed and defined the name and logo of the brand.
- Worked in the development of the website.

### C Compiler - Software Developer

Aug 2019 - Nov 2019

- Developed a C compiler using the Racket framework Nanopass.

### Bunker Pet - Front End Developer

Jan 2020 - May 2020

- Designed and developed a web app that helps people to hire a pet sitter in an easier, secure and faster way.
- Defined the risks (physical, human and logical) the project could have in order to improve the web app.