

Bessy Karina Galdámez Aguilar

Frontend Developer

Zaragoza, Spain

PROFILE



Self-taught developer, designer and photography lover who has been building for the web since 2018, like to craft solid and responsive products without sacrificing creativity.

CONTACT

- hello@bkaguiar.com
- bkaguiar.com
- t.me/bkaguiar

EDUCATION

Computer Technician

[INTAE, San Pedro Sula, Honduras](#)

2007 - 2009

Communication Science

[Universidad de San Pedro Sula, Honduras](#)

2010 - 2013

SKILLS

- HTML5
- CSS3
- SVG Animations
- JavaScript (ES6 / jQuery)
- React
- Adobe Illustrator / Photoshop / XD / Lightroom
- Stencil
- TypeScript
- Linux (Ubuntu)
- Git
- Docker
- Node.js
- Jest
- JIRA
- WordPress

LANGUAGES

- Spanish (Native)
- English (Professional working proficiency)

WORK EXPERIENCE

Frontend Developer

[Torresburriel Estudio](#)

April 2020 - present

UX company working on user experience design for websites and mobile apps.

I have worked on different projects as a frontend developer, I contribute to building a web components design system using tools like Stencil, Typescript, Abstract, and Jest.

I give continuous support to different development teams and help to develop websites for one of the main insurance companies in Spain.

My work environment is Linux, using Git (Bitbucket) as VCS, Jenkins for deploying the multiple environments, JIRA and Teamwork for task management.

Designer / Frontend Developer

[Freelance](#)

June 2018 - March 2020

Successful collaborations in a variety of different projects in the field of smart kitchen appliances, healthcare and IT infrastructure.

Designer / Frontend Developer

[BaboonLab](#)

March 2019 - September 2019

Proptech Start-up. I was the only frontend developer in the team, in charge making and improving designs, web accessibility and user experience for the customers.

I took part in the design and development of web apps and corporate websites using PHP (Symfony and WordPress) and jQuery.

I designed and implemented the frontend (HTML5/ES6) of a webchat with videocalls support for communicating with the customers.

Also designed the UI for a multiplatform (Unreal Engine) app with VR and AR capabilities for real estate companies.

As a personal initiative, proposed the elaboration of a common coding style guide for the whole team and the different projects.

My work environment was Linux, using Git as VCS, Docker for deploying the development environment and JIRA for task management.

