

Cover Letter

Hi! I'm Diego Zlto and I've been a Designer and a front end developer for over a year. After working many years in the music business (Event Manager of Ill Points Music Festival) I pivoted into the tech world out of passion and great friendships that helped my transition go smoothly with great results along the way.

I entered a UX/UI Design bootcamp to boost my foundations as a designer and ended being hired as a teacher for six months where I had the opportunity to deepen my knowledge on the area as well as further enhance my knowledge in Front End Development.

I am currently looking for a company where I could embark on a new adventure.

I am looking for a fresh, dynamic and creative company that's really lean and agile. A place where we won't waste time with excessive bureaucracy. A place where individuals are fun, passionate and most importantly, a great team where a well defined path is prioritized by the delivery objectives making it easier to do my job as well as deliver the best results possible..

I am proficient in both User Experience and User Interface Design. But, I would have to say my strength relies in User Interface Design. I enjoy working a lot with prototyping, wireframing, user testing, interaction design and animations. Lately I have submerged myself in learning css animations.

Now, let me tell you a bit about myself in a more personal way.

I am from Valencia, Venezuela. Due to the political situation in my native country I had to migrate to the U.S at a young age of 12. I left Venezuela thinking in my young and naive head that I would go back as the situation would improve. As I got older I realized that returning to my country was not an option. Not knowing much English I dedicated my time in learning music production (I am a huge music geek). Through this venture I landed a position as a production manager in Ill points festival and, this is where I first pondered upon Design and Product Development. I immediately fell in love with it. You see staring at the computer for hours at a day was similar to producing music. You just stare at a monitor all day long.

