

Juan Ignacio Errecart

Frontend Developer & UX/UI Design

 Email: jierrcart5@gmail.com

 Portfolio: <https://erreccart.github.io/portfolio>

 LinkedIn: www.linkedin.com/in/juan-ignacio-erreccart

 Behance: <https://www.behance.net/juanerreccart/projects>

Professional Summary

I am a Frontend Developer with experience in creating responsive interfaces and optimizing web performance. Currently expanding my skills in UX/UI Design, with a focus on enhancing user experience through intuitive interfaces and efficient, scalable solutions. I enjoy turning ideas into clean, functional designs using tools like Figma and technologies such as React, Next.js, and JavaScript. I'm looking for new challenges that combine design thinking with frontend development to build engaging digital products.

Skills

Frontend Developer

- HTML, CSS, SASS, JavaScript
- React, Next.js, Bootstrap, Tailwind
- API REST, Node.js, GraphQL

Tools & UX/UI

- Github, Git, GitFlow
- Figma, Illustrator, Canva

Soft Skills

- Creativity & Problem Solving
- Proactivity & Adaptability
- Teamwork & Communication

Education

2022 - 2023 - Web Development

CoderHouse - Frontend Developer (Knowledge of programming languages frameworks and APIs)

2024 - 2025 - UX/UI Design

CoderHouse - Prototyping in Figma and improving user experience.

Work Experience

Hogarth | Web Developer | 2025(Jul - Sept) | Temporary contract

- Position as a Web Developer working on an account for one of the world's leading technology companies. I fulfill the role of Localization and Adaptation of the company's website, working alongside a highly demanding and agile team.

Visdan Agency | Frontend Developer | 2024 - 2025

- Developed and optimized responsive websites using JavaScript, Tailwind CSS, and Next.js.
- Collaborated with designers in Figma to implement pixel-perfect UI.

PEPOLA STUDIO | Frontend Developer | 2024 (Jul - Ago) | Freelance

- Web design integration of the video game studio
- Use of React, CSS, API and Agile methodologies.

GETOUT STUDIO | Frontend Developer | 2024 (Apr - Jun) | Freelance

- *optimization of the video game studio's web interface.*
 - *Use of React, CSS, API and Agile methodologies.*
-

Languages

- *English (B2)*
- *Spanish (Native)*