

Esteban Muñoz

FRONT-END DEVELOPER & UX/UI DESIGNER

Searcy, AR, 72149

(501) 209-8993

estebandegracia24@gmail.com

<https://esteban24munoz.github.io/>

Experienced software developer and creative thinker in delivering high-performance, responsive web applications. With more than 3+ years freelancing for American clients and organizations. I specialize in scalable front-end architecture, UI design systems, and user-centered experiences. My best work comes through collaboration with cross-functional teams. I love continuous learning and professional growth.

Work Experience

- Software Engineer – Capstone Project | Team Lead** 2026.01 – Present
HARDING UNIVERSITY, AR, USA (Projected Launch: April 2026)
 - Led a team of 3 developers to architect and implement a turn-based strategy game using C#, Godot Engine, MVC (Model-View-Controller), AI integration, and multiplayer networking
 - Organized weekly sprints, daily stand-ups, and sprint retrospectives to ensure consistent delivery of feature milestones
 - Used Git & GitHub for version control, Kanban board, and issue-driven development, following agile practices and code reviews
- Front-End Developer & UX/UI Designer Intern** 2025.05 – 2025.12
WORLD FOOD PROGRAMME OF THE UNITED NATIONS, REMOTE
 - Collaborated with graphic designers, developers, photographers, and copywriters to create 4 fully responsive and interactive websites, drawing on public statistics and WFP data across Latin America and the Caribbean
 - Implemented SEO best practices, reaching 300,000+ users globally through targeted social media campaigns and Google Ads.
 - Developed using React and TypeScript, tested and deployed using Amazon Web Services (AWS).
 - Created wireframes and prototypes using Figma to effectively communicate design ideas to stakeholders. Refined the user experience through 5 usability tests.
 - The website is live at: <https://cdn.wfp.org/2025/foodprints/>
- Full-Stack Developer & UX/UI | Project Lead** 2024.08 – 2025.12
THE TABLE, HARDING UNIVERSITY, AR, USA
 - Led a team of 3 developers to build The Table's website, allowing students to view real-time inventory products in stock, contributing to a total of 4,138 visits to the food pantry since it was launched.
 - Delivered a custom CMS for volunteers and board management, deployed on a Linux server with Docker, MySQL, Express, and APIs.

Education

- Harding University | Searcy, AR, United States** Expected graduation May 2026
 - Bachelor's Degree in Computer Science and Minor in Graphic Design

Certification

- EF SET English Certificate (C1, Advanced)** 2024.06

Freelance Projects

- Graphic Designer | International Viewbook

2025.11 – 2025.12

HARDING UNIVERSITY, AR, USA

 - Led the design process from concept to final delivery, focusing on storytelling and student engagement.
 - Collaborated with a graphic designer and copywriters to develop professional visuals and compelling student narratives.
 - Delivered the project within a one-month timeline, resulting in **500+ printed copies** with additional print runs planned for future outreach.
- UI Designer & Web Developer | Freelance

2025.01 – 2025.05

SOUTHERN KETTLE COMPANY, AR, USA

 - Designed and developed an informational e-commerce website for a family-owned popcorn business using Next.js, TypeScript, and Sanity CMS, deployed on a self-configured VPS.
 - Configured and managed the VPS environment (Linux server, Node.js runtime, Nginx, SSL) to support production-ready Next.js deployment.
 - Implemented a headless CMS architecture with Sanity to enable easy content management and scalability.
 - Optimized performance and SEO through server-side rendering (SSR) and static generation features in Next.js.
- Full Stack Developer & UX/UI | Freelance

2024.01 – 2024.05

SPRING HILLS RANCH, MO, USA

 - Executed the end-to-end design and development of an e-commerce platform using Figma, PHP, MySQL, and SCSS
 - Architected search visibility strategy to **achieve #1 Google Search ranking**
 - The website is live and accessible at: springhillsranch.com

Skills

Technical Skills & Engineering:	UI/UX & Design Systems:	Tools, Platforms & Infrastructure:	Methodologies & Industry:
<ul style="list-style-type: none">• React• Vue• RESTful API• CSS• JavaScript• HTML5• TypeScript• GraphQL• Next.js• Node.js• PHP• Kotlin• C#	<ul style="list-style-type: none">• Accessibility (WCAG)• Adobe Creative Suite• Figma• Prototyping• UI Design Systems• Wireframing	<ul style="list-style-type: none">• AWS• Docker• GitHub• Linux Servers• MongoDB• MySQL• Sanity CMS• WordPress	<ul style="list-style-type: none">• Agile Collaboration• Code Debugging• Full-Stack• Development• SEO Optimization