

Alejandro Hinestrosa Montoya

UI/UX Designer | Front-End Developer

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Business driven professional focused in UI/UX/interaction design with 3+ years of experience that really loves what I do, proficient in agile practices (SCRUM, Kanban), strong leadership and team player skills, passionate for design and web development. I'm detailed oriented software engineer.

I really enjoy the challenges and I work hard increasing my knowledge constantly. 4000+ hours of programming using HTML5, CSS3(SASS/LESS), JavaScript, JQuery, Bootstrap, Angular.js, Gulp, NPM, Bower, Git, PHP, MySQL, Java. I have worked in different roles such as UI designer, UX designer and Front-end developer. CMMI advanced knowledge.

Also I have hands on experience with automated testing tools (Selenium, Protractor, Fitnesse, Cucumber), continuous integration(Bamboo), and prototyping tools (Sketch, Balsamiq, UXpin, Invision).

Professional Experience

Globant – Medellin

Web UI developer - *From May 2016.*

PSL (Xtiva On Demand Project) – Medellin

UI/UX Designer | Front-End Web Developer - *From June 2015 to May 2016.*

- Front-End developer (SASS, Angular.js, HTML5, JavaScript, JQuery, Bootstrap).
- UI and UX Designer.
- Create and maintain the metadata(JSON) for each widget, dashboards and functionalities.
- In charge of introducing "rapid prototyping" and "Lean UX" inside our KANBAN flow.
- In charge of upgrade the design (styles and layout) for the application.
- Release team member.
- In charge of create the rules and automate the process for the scss linter.
- Use git-flow strategy for git repository (SourceTree, Bitbucket).

IDSolutions – Medellin

Lead Developer | UI Designer - *From September 2013 to June 2015.*

- Customer relationship throughout the full SDL (Software Development Lifecycle)
- Project resource management, and lead developer.
- UI designer.
- Front-end development (CSS3, HTML5, Angular.js, JavaScript, JQuery and Bootstrap).
- Back-end development (PHP and MySQL).
- Handle git and SVN repositories.
- Software maintenance, and support.

Maquinando – Medellin

Web Developer – *From July 2012 to August 2012.*

Responsible of develop applications using HTML5 and JavaScript.

- Front-end developer of 2D and 3D functionalities for HTML5 canvas.

Coltejer – Medellin

Practice/Internship - *From January 2012 to June 2012.*

Responsible for develop C# functionalities using MVC architectural pattern, and a connection to a AS/400 DB2 database.

Language Skills

Spanish(native), English(advanced) and French(intermediate).

Education

BS in Computer Science. Universidad EAFIT. Medellin. 2013

Other Education/Courses

- Web design.
- Responsive web design.
- UX and UI design.
- Interaction design.
- Usability.
- Sketch3 and prototyping.
- HTML5 and CSS3.
- CSS3 animations.
- CSS3 preprocessors: Compass(SASS).
- Automated workflows: Gulp.
- Angular1 and Angular2.
- Scrum and Kanban agile methodologies.
- Continuous integration and continuous delivery(bamboo).
- API and integration automated testing(selenium/protractor).
- BDD test scenarios (fitnesse/cucumber).

Personal Interest and Activities

I'm passionate for miniatures painting(modeling), also I love to play different kinds of games, such as: war games, board games and video games. Apprentice chef, and frustrated musician.