

Alejandro Hinestroza Montoya

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Front-End Developer | UI/UX Designer

Business driven professional 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, testing strategies such as TDD or BDD, Front-End/Back-End and UI/UX designer. CMMI advanced knowledge. strong leadership and team player skills.

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

PSL(Xtiva On Demand Project) – Medellin

Front-End Web Developer – UI/UX Designer

June 2015 – Current Position

- Front-End Developer (SASS, Angular.js, HTML5, JavaScript, JQuery, Bootstrap).
- Use git-flow strategy for git repository (SourceTree, Bitbucket)
- UX/UI Designer.
- Automate scss_lint task inside GRUNT task manager.
- Create and maintain the metadata examples(JSON) for each widget, dashboards and functionalities.
- Release team member.
- In charge of introducing "rapid prototyping" and "Lean UX" inside our KANBAN process.

IDSolutions – Medellin

Web Developer/Project Manager - Medellin

September 2013 – June 2015

- Customer relationship throughout the full SDL (Software Development Lifecycle)
- Project resource management, and lead developer.
- UI Design.
- 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

July 2012 – August 2012

Responsible of develop Applications using HTML5 and JavaScript.

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

Coltejer – Medellin

Practice/internship

January 2012 – June 2012

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

Education

BS in Computer Science. Universidad EAFIT. Medellin. 2013

Language Skills

Spanish, Native
English, Advanced
French, Medium

Other Education

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|--|---------|
| - Web And mobile development with HTML5 y CSS3 | Apps.Co |
| - Mobile development for IOS5 with Objctive-C | Apps.Co |
| - Web development with PHP And MySQL | Apps.Co |
| - Web Design. | PSL |
| - UX/UI Design. | PSL |
| - SCRUM Methodology | PSL |
| - Continuous Integration / Continuous Delivery (bamboo). | PSL |
| - UI Testing (Selenium / Protractor). | PSL |
| - Tests under UI (Fitnese / Cucumber). | PSL |

Personal Interest and Activities

Modeling, war gaming, board gaming, video gaming, music and movies.