Alejandro Hinestrosa Montoya
UI/UX Designer | Front-End Developer
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Business-driven professional focused on 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 about design and web development. I´m product 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.*
Project "No fast food menus on mobile" (may 2016 - currently):
- Investigate about the actual situation about the "hamburger menu" in the different applications and the impact of the UX for the users.
- Organize the collected information and prepare a showcase to the UX studio from Globant for the first stage of the project.

Project Intel Development services (jun 2016 - nov 2016):
- UI Developer referent.
- Front-end Developer (Redux, Angular.js, SASS).
- Use git as a repository strategy.
- Use Crucible for develop code reviews.

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 process.
- In charge of upgrade the design(styles and layout) for the application.
- Release team member.
- In charge of creating 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 developer (CSS3, HTML5, Angular.js, Javascript, Jquery and Bootstrap).
- Back-end developer (PHP, MySQL, and LAMP).
- Handle Git and SVN repositories.

- Software maintenance, and customer support.

Maquinando – Medellin
Web Developer *– From July 2012 to August 2012.*
Responsible for developing Applications using HTML5 and JavaScript.
- - Developer of 2D and 3D functionalities for HTML5 canvas.

Coltejer – Medellin
Practice/Internship *- From January 2012 to June 2012.*
Responsible for developing C# functionalities using MVC architectural pattern, and a connection to an 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) and TCG's, also I love to play different kinds of games, such as: war games, board games and video games. Apprentice chef, and frustrated musician.