



**MARTÍN ARIEL  
GALENDÁ**

SOFTWARE DEVELOPER  
PM - UX/UI DEVELOPER

**CONTACT**

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# MARTÍN GALENDÁ

PROJECT MANAGER  
UX/UI DEVELOPER

Argentina - Buenos Aires  
31 Years - 12.03.91

## ABOUT ME

Entrepreneur profile, with broad vision and future projection.

Specialized in *software development*, with more than nine years of experience in the sector.

Passionate about teamwork, preferably using *agile development methodologies*.

Quality: *detailed, empathic, creative, persevering, and positive*.

Faithful admirer of flexible, soft, and **decentralized** technologies.

Constant student of the digital technological revolution.

## WEBSITE



## LATEST EXPERIENCES

- **Bloyd** - Founder - PM - UX/UI Developer  
IT - SOFTWARE SOLUTIONS 02.20 - Present  
Entrepreneurship dedicated to offering *software solutions*. I am in charge of managing the approved projects with *Scrum*. I participate in the development of these: *Analyzing, designing, and/or laying out interfaces*.
- **8-BIT - Kucoin** - Project Manager  
BLOCKCHAIN - RESEARCH - CRYPTO EXCHANGE 01.18 - 08.19  
I led a Latin American Crypto-Research team made up of 27 colleagues. My main role was to *manage the flow of activities* (most of them carried out remotely). We managed to apply *Scrum* and a *metrics system* (supported by *Hubstaff*). It resulted in a clear macro & micro vision of the project.
- **Oxxon** - Sales development  
COMMERCE & FOOD DISTRIBUTION 02.15 - 01.18  
I worked as a *seller* for a period of a year and a half. Later as a *sales manager*, and finally I was appointed as the person in charge of initiating the *digital development* of the company. We faced back then with *Prestashop*, *Sigma*, and the networks
- **Newline** - Founder - PM - Multi-disciplinary  
PC VIDEOGAME - M.O.B.A - 3RD. PP. 07.13 - 06.20  
I led the development of an online video game for PC. More than thirty-three people worked on the project. I was fortunate to be able to intervene in all sectors of development; *managing team activities* through *Scrum* (using *Jira*, & *Confluence*). I completely *designed* the website and our updater, using *Photoshop*, and *Figma*. *Create the bases of the balance of the game*, with the collaboration of the balance & testing team. I was also *involved in the development of the client*, the assembly of the trailer, in the different needs of human resources, and *redactions* (among them, the story of the game itself). It has been a wonderful challenge.



## SOCIAL MEDIA

LINKEDIN: /martingalenda

BEHANCE: /martingalenda

TELEGRAM: @martingalenda

GITHUB: /martingalenda

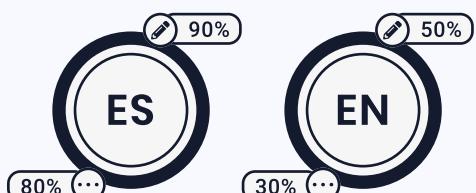
## GOALS

- Continue enriching my experience with multi-disciplinary work teams.  
*In order to understand the best practices used in all areas involved with software development.*

- Promote technologies that boost good values, to build a better world.

- My goal was, is, and will be, to provide the highest possible quality in each project involved.

## LANGUAGES



## HOBBIES

- Videogames
- Geopolitics
- Trading
- Músic

## DEVELOPMENT TECHNOLOGIES



SCRUM



JIRA



MIRO



G.SUITE



HUBSTAFF



GIT/HUB



HTML5



CSS3



SASS



J.SCRIPT



REACT



SQL



PYTHON



FIGMA



ADOBE XD



PHOTOSHOP



CAMTASIA

## EDUCATION

### High school:

- Instituto Integral de Munro (Communication, Art, & Design).

### Technological studies:

- Udemy: Scrum Master | Cryptocurrencies.
- Platzi: UI developer (Html | Css | Sass | Js).
- YT: Js | React | Adobe XD | Figma | GIT | Camtasia | Miro | Hubstaff.
- ITESL Institute – Inglés.
- Kumon – Mathematics.

### Current studies:

- ESBA – System analysis (2nd year).
- YT: Java, Node.js.

