



MARTÍN ARIEL
GALENDA

SOFTWARE DEVELOPMENT
PM – UX/UI DEVELOPER

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MARTÍN GALENDÁ

UX/UI DEVELOPER
PROJECT MANAGER

Argentina - Buenos Aires
31 Years - 03.12.91

ABOUT ME

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

Entrepreneur profile, with broad vision and future projection. Passionate about teamwork, preferably using *agile development methodologies*.

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

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

WEBSITE



LATEST EXPERIENCES

Bloyd - Founder - PM - UX/UI Developer

IT - SOFTWARE SOLUTIONS 02.20 - Present

Software solutions business. I am in charge of managing projects with *Scrum*, & *Jira*. I also participate in the development of these: *Designing interfaces in Figma*, and then *programming in React*.

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 manage activities (most of them remote). We applied *Scrum* and a *metrics system* (supported by *Hubstaff*, *Jira*, and *Spreadsheets*), that helped us to achieve a clear macro/micro vision of the project, with a perfectly defined KPI.

Oxxon - Sales development

COMMERCE & FOOD DISTRIBUTION 02.15 - 01.18

I worked as a salesman through a year and a half. Later as a *sales manager*, and finally I was chosen as the person in charge of starting the *digital development* of the company. Back then we faced with: *Prestashop*, *Sigma*, and the social 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 videogame for PC. More than thirty-three people worked on the project. I was fortunate to intervene in all areas of development, managing team activities through *Scrum* (using *Jira*, & *Confluence*).

Fully developed the website and our updater, using *Figma* and *React*. I 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). Newline was 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: Typescript, Java.

