



Benji Juarez

PRODUCT MANAGER
SOCIOLOGIST
SYSTEM'S ANALYST

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Tools

FIGMA MIRO JIRA HIVE TODOIST AGILE KANBAN SCRUM
GIT C# JAVASCRIPT NODE EXPRESS KNIME AUTHO VIM
HTML CSS BOOTSRAP MARKDOWN DNS IoT SQL LINUX

Skills

- Prototyping
- Team Planning
- Software Development
- Interviewing
- Research
- Schedule And Time Management
- Attention To Detail

Interests

- UX
- OKRs & KPIs
- Non-Profit
- Web3
- DevOps
- Music, Photography, & VideoGames

Languages

- Native English
- Native Spanish
- Fluent Portuguese

Professional Profile

I did visual sociology research on graffiti, compiling pictures with \LaTeX [WYSIWYM], so they look well and properly placed in the UI of the final thesis document as a product.

I was focused on ethnographic observation and interviews. Later, I learned how important it is to reach out to the right people, get proper scope, attend to User Experience [UX], apply the results and measure later for further improvements.

Work

2021–2022	Assistant Project Manager [PREFERATI]	<ul style="list-style-type: none">· 1st teammember on clientwork: CRM improvements and features· Team leader to build an applicant tracking system (ATS) from scratch· Leading software team projects from planning to deploy· WordPress site: wireframing, picture editing, SEO improvement
2020–2021	Technical Writer [WILLDOM]	Building content strategy with developers, talent and marketing
2019–2020	Back End Web Developer [ROSS OUTSIDE THE BOX]	Agile team, big data, testing performance, nodejs, authentication
2012–2020	Ethnography [Field Research – Brazil / Argentina]	I won a CAPES grant for field research on Graffiti and Pixação

Education

2019–2022	System's Analyst [ESCMB — UNC]
2012–2014	Master's in Sociology [UNICAMP – São Paulo. Brazil]

Independent Projects

2018–today	Founding Member & Copyeditor [Sustainable Development Foundation]
2016–2019	Self-published book [Inextricable Publisher]