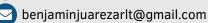


Benji Juarez

PRODUCT MANAGER

SOCIOLOGIST SYSTEM'S ANALYST







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 MTEX [WYSIWYM], so they look well and properly placed The UI of the final thesis document was a first step to start thinking on how to progress on a product development thru a full cycle. I was focused on ethnographic observation and interviews.

Later, in tech roles, I learned to target for market fit, focus on proper scope, attend to User Experience $[\upsilon x]$, apply results, and measure for further improvements.

Work

2021–2022	Assistant Project Manager 1st teammember on clientwork: CF Team leader to build an applicant tra Leading software team projects fro WordPress site: wireframing, picture	cking system (ATS) from scratch m planning to deploy
2020–2021	Technical Writer Building content strategy with devel	[WILLDOM] opers, talent and marketing
2019–2020	Back End Web Developer Agile team, big data, testing perforn	[ROSS OUTSIDE THE BOX] nance, nodejs, authentication
2012–2020	Ethnography I won a CAPES grant for field resear	[Field Research – Brazil / Argentina] ch 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]