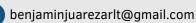


Benji Juarez

PRODUCT RESEARCHER

SOCIOLOGIST SYSTEM'S ANALYST







Tools -

FIGMA MIRO JIRA HIVE TODOIST AGILE KANBAN SCRUM GIT C \sharp JAVASCRIPT NODE EXPRESS KNIME AUTHO STATIC WEBSITE VIM HTML CSS MARKDOWN DNS IOT SQL LINUX

Skills ——

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

Interests -

- UX
- Non-Profit
- Web3

Languages -

- Native English
- Native Spanish
- · Fluent Portuguese

Professional Profile

I did visual sociology research on graffiti, compiling pictures with LTEX [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]	
	· 1st teammember on clientwork: CRM improvements and features		
	· Team leader to build an applicant tracking system (ATS) from scratch		
	· Leading software team projects fro		
	· WordPress site: wireframing, pictu	re editing, SEO improvement	
2020 2024	Table in all Maines		
2020–2021	Technical Writer	[WILLDOM]	
	Building content strategy with deve	lopers, talent and marketing	
2019–2020	Back End Web Developer	[ROSS OUTSIDE THE BOX]	
2019-2020	Agile team, big data, testing perform		
	Agne team, big data, testing periori	nance, nodejs, admentication	
2012-2020	Ethnography	[Field Research – Brazil / Argentina]	
	I won a CAPES grant for field research on Graffiti and Pixação		
	1 a c Lo grant for hela resca	ion on oranic and i hagao	

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]	