Pablo Gastelum

Front-end Developer

Detail-oriented frontend developer with a product design background. Knowledgeable in user interfaces, wireframing and react application development.

Experienced in developing re-usable components and application debugging. Able to collaborate in a team setting and implement performance efficient solutions in the least amount of time.

Sonora, Mexico

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github.com/pgast

education

Bachelor in Product Design
Universidad Autónoma de Nuevo León
Aug 2011 - Dec 2016
Monterrey, Mexico

skills

HTML5	Node.js
CSS	Express.js
Javascript (ES6)	jQuery
React.js	Bootstrap
Redux	Git

Communication	Graphic design
Problem solving	UX / UI design
Active learning	Adobe (AI, PS)
Collaboration	3D Modeling

awards / recognition

Finalist / Green refrigeration unit   2015
IMBERA Refrigeration

First Prize / Toy design proposal   2014
Kinder Surprise Me!
International Competition

languages

Spanish	- Native
English	- Fluent
French	- Conversational
Portuguese	- Conversational

projects

Woodcalc
Web app that calculates how much wood is required for a project. Takes into account wood types, waste ratios and invidual parts and dimensions.
 /pgast/wood-calc

Bitechoice
Web app that fetches places to eat near you or around the world. Built using the YELP API with an Express.js server to bypass CORS.
 /pgast/bite-choice

Dashtabs
QR based order management for food businesses. Connected to a back-end database; it allows owners to see orders in real time, display and update menus.
 /pgast/dash-tabs

Split
Progressive web app that helps breakdown expenses between people. Useful for events, reunions and projects.
 /pgast/split

work experience

Designer / Macizo Carpintería   Apr 2018 - Current
Hermosillo, Mexico

- Developed web app that calculates wood wastage reducing pre-manufacturing time nearly 10%.
- Formulated new user friendly guidelines for production blueprints reducing construction errors by 20%.
- Delivered design and engineering woodwork concepts for worldwide hotel chains and residential clients.

Product Designer / G3 Fabricación   Mar 2017 - Dec 2017
Monterrey, Mexico

- Conceptualization of commercial interior design concepts.
- Worked with construction team to achieve project deadlines.
- Generated 3D visualizations of concepts and product engineering.

Design Intern / Jorge Diego Etienne Design Studio   Mar 2016 - Aug 2016
Monterrey, Mexico

- Collaborated in user research planning, execution and analysis.
- Generated computer models and visualizations.
- Built physical models and mockups for idea validation.

Junior Designer / Marley Industrial Supply   Jun 2011 - Feb 2013
Monterrey, Mexico

- Conceptualized a set of safety signage for industrial equipment, reducing costs and dependance on outside providers.
- Produced blueprints and 3D visualizations improving project installation time by workers.

training / courses

Over 700 hours of online learning.

The Web Developer Bootcamp
Udemy Certificate
43 hours

Javascript Algorithms and Data Structure Masterclass
Udemy Certificate
22 hours

Front-End
FreeCodeCamp Certificate
400 hours

Javascript Algorithms and Data Structures
FreeCodeCamp Certificate
300 hours