

## **WORK EXPERIENCE**

# Fronteend UI Developer

Present

### Freelancer - World Wide

- Development of email campaigns building HTML templates using Litmus tools for testing. I work from Figma designs to HTML & CSS code in tables for

responsive UI templates.

- Documentation of the design system, for the reuse of different email campaign templates.

## Frontend Developer

# Aug 2021 - Nov 2022 Moby Digital - Argentina

- Building easy-to-use websites, working as a team with designers and developers. From layout designs figma and sketch for the construction of themes, modules, and components in Hubspot using html, css, javascript, HubL.
- Expand features, refine code, and improve processes. Working on single page application (SPA) responsive web design UI, using vue is
- Developing an interactive web app in Angular JS coordinating the workflow with designers and the html&scs and cooperating with the back-end developers while building the REST ful API.
- Worked on CI/CD Atlassian tools.
- Followed Agile methodologies in the development process (scrum kanban)

# Frontend Developer

## May-Aug 2021 Darworft (internship) - Argentina

The trainee program is based on instructions for creating a web application for a virtual wallet using agile methodologies, scrum. The project was made in Angular, and my duties included designing and styling the web app. In parallel, guided by a mentor from the company, we did a small project to further our knowledge in layout and styling of websites, and functionalities working in ReactJS.

# **Head of Design**

### May 2019 - Mar 2020 Underground Sound - Malta

- -Creation of digital content for social media, web site and events.
- -Web site administration.

https://undergroundsound.eu/

# Graphic Designer

Apr2016 - May2019 Freelance - Argentina - Brasil - Germany

 Creation of digital creative content, advertising flyers. Videos and images for social media, web sites and events. Added portfolio:

https://www.behance.net/santicreativo.

## **INTERESTS**







Travel Music & Djing