

CAREER GOAL

I would love to work in a place were I can have the freedom to learn new stuff and grow professcionally and make contacts that will help me learn new skills.

Date of birth:

Address:

Phone:

E-mail:

LinkedIn:

October 31st, 1986

Carra 154 #18-45 Casa 15 - Cali Colombia

+57 318 372 9998

sebastianvcruz@gmail.com

https://www.linkedin.com/in/

sebastian-vasquez-0b1284b4/

PORTFOLIO

- HTTPS://SEBASTIANVCRUZ.GITHUB.IO/PORTFOLIO
- HTTPS://GITHUB.COM/SEBASTIANVCRUZ

EXPERIENCE

UX/UI DEVELOPER | 09.2018- Currently SOURCE MERIDIAN/OIGA TECHNOLOGIES

Front-end developer using React.js and UX-UI advisor/support for US projects. Creating better experiences for interactions in apps.

FRONT-END DEV | 10.2017-09.2018 IMAGINAMOS SAS

Front-end developer using React.js. One of my obligations was to be in constant contact with the client and organize de backlog for the front and back requirements.

UX/UI DESIGNER | 03.2017-10.2017 COMPUNET

Designing and testing a mobile application. From the design thinking processes to prototyping and testing with real users.

UX/UI DESIGNER | 02.2016-01.2017 TATA CONSULTANCY SERVICES

Designer for banking product and services. I had to work for international clients all over the world (UK, Australia and Israel).

I was also in charged of research and weekly presentations.

EDUCATION

INTERACTION MEDIA DESIGN | 06.2011-02.2017
ICESI UNIVERSITY, CALI - COLOMBIA.

honor student 7 times - Scolarship as paid tutor.

Programming classes tutor (Intro, algorthms, networks).

COMPUTER SCIENCE | 06.2006-06.2010 SUFFOLK COMMUNITY COLLEGE, NEW YORK - USA

Didn't graduate. Ttransfer to Colombian University.

HIGHSCHOOL DIPLOMA | 06.2002-06.2005

BRENTWOOD HIGHSCHOOL, NEW YORK - USA

Honor student, diploma

Regents exam diploma.

\bigcirc

PERSONAL QUALITIES

- Fast learner.
- Excellent relationship with people.
- Good communication skills.
- I like to keep up to date with design trends.
- I can handle pressure.
- Willing to solve problems out side working hours

2

LANGUAGES





INTERESTS







GAMING DRAWING