

Simón Yamil Ibalo

Web UI Engineer

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Work Experience

UI Engineer - Full Time - Remote - Feb 2021 to Apr 2024

- Company : Tricks Games Studio
- I embarked on a big main project with the International Olympic Committee and NwayPlay company, collaborating with teams across Korea, the United States, and Argentina. I started coding reusable components in reactjs and my primary responsibility was the development of the interface for <https://nwayplay.com/>.
- Additionally, I undertook the prototyping of interfaces for the customer service tool and crafted workflows for new product creation and content customization within the same project.
- I conducted extensive analysis of user data and product performance to derive metrics and KPIs for generating customizable on-demand reports, proposed new features, conducted demos, and gathered requirements from stakeholders of the customer service tool. I also authored the user guide for the Customer Service Tool tailored to our client's needs.
- My work in prototyping screens proved instrumental in identifying suspicious fraudulent activities, thereby enhancing the security measures of the platforms.
- Also I have been a consultant for other company projects on issues related to web interface.
- I have developed <https://olympicgamesjam.nwayplay.com/> and <https://foodtruckcoinclub.io> from scratch and collaborated on <https://www.myherogame.com/>, and <https://nway.com/>.
- I have successfully leveraged my expertise in ReactJS, HTML5, CSS3, Sass, BEM, and JS
- Additionally, I efficiently managed project workflows using tools such as Jira, Trello, GitHub, and BitBucket. My proficiency in design tools like Figma and Miró further facilitated seamless collaboration and innovation.

Web UI Developer, Consultant - Full time Hybrid - May 2014 to Sep 2020

- Company : Terciar Consultores
- At this company, I have actively contributed to the development of five custom software applications and over 30 WordPress-based web projects, taking on various roles.
- As a front-end developer, I customized WordPress templates and developed interfaces for applications built with Ruby on Rails.
- Some sites that remain live: autotest.com.ar , jorgeferraresi.com, identidad-digital.com.ar.
- Two years after joining, I began working directly with clients—creating proposals, providing estimates, and defining MVP scopes. I also served as Product Owner, where I created and prioritized backlogs.
- In the last two years, I led the e-commerce business unit, tripling the client portfolio.
- I effectively managed growth as the startup scaled, implemented agile methodologies (Scrum), and oversaw remote work operations.
- My stack HTML, CSS, JS, Bootstrap, MaterializeCSS, Sass, Git, WordPress, Woocommerce and Scrum.

Webmaster - Part-Time - Remote - May 2019 to Nov 2023

- Company: Ministry of Education of Chaco Province.
- In 2019, I began a major project with the Ministry of Education of Chaco Province to develop a web portal enabling 50+ departments to manage their own pages and share updates.
- I designed a modular component system with detailed documentation and obtained a page builder license to create reusable components efficiently.
- Over four years, I managed the portal remotely, holding regular meetings with stakeholders, generating reports, recommending improvements, and implementing solutions.
- This large-scale project grew to include 40+ sections and 100+ categories, and I led it independently as a part-time role.

Technical Instructor developers trainer - Part time - On site - Apr 2016 - Aug 2020

- Company : Government
- I conducted comprehensive theoretical and hands-on classes covering a spectrum of topics including :
 - Web Development (HTML5, CSS3, JS, Bootstrap, MaterializeCSS, Responsive Web Design)
 - Agile methodologies (Kanban, Scrum)
 - Programming Fundamentals using (Python and Django)
- Notably, in 2020, I successfully delivered remote classes to a cohort of 100 students concurrently. Today, I take pride in noting that over half of my former students have transitioned into fulfilling roles within the software industry.

UI Engineer - Part time - Hybrid - May 2018 - Apr 2020

- Company : Mimuju EdTech
- I spearheaded the design of the web app's user interface and guided the development of the mobile app UI, ensuring seamless user experiences across platforms.
- From conceptualization to execution, I played an integral role in every stage of the product life cycle, actively participating in Agile Inception Deck sessions and Design Thinking workshops to shape the product vision. I meticulously crafted user flows, wireframes, and prototypes to translate ideas into tangible solutions. Additionally,
- I adeptly utilized HTML, CSS, JS, MaterializeCSS, Sass, and Git to bring these designs to life.

Business Analyst - Full time - On site - May 2014 - Apr 2016

- Company : Grupo Prominente.
- I've engaged with end-users across various organizational levels to capture requirements, subsequently conceptualizing and prototyping new features for integration into the company's ERP software.
- Additionally, I provided outsourcing services to two prominent client companies, BRa and Metrovías, ensuring their specific needs were met with tailored solutions.

Business Analyst - Full time - On site - Feb 2008 - Apr 2011

- This is a custom software company where I started as a business analyst and I was involved in UI development too. I worked in several sectors like insurance, delivery, retail, traceability at food factories and medical care.

Technical Skills

I have experience working in **ReactJs**, **HTML**, **CSS**, **JS**, **BEM**, **SASS**, **Git**, **Responsive design** and **Atomic design**. I have built sites and web app interfaces with **Bootstrap**, **Materialize CSS** and **Tailwind**. I have experience in **WordPress** and **Woocommerce** using builders like **DIVI**, **Elementor** and **Gutenberg**. I'm proficient in prototyping with **Figma**. I'm proficient in **Jira** and I have used **Trello**, **Slack** and **Discord**. I have over ten years of experience working with agile methodologies, particularly **Scrum**. I'm proficient in **DesignThinking**, **Agile Inception Deck**, **User Stories**, **Requirement Analysis**, **Software Project Management** and **Facilitation**.

Personal Skills

I am a proactive team player with a strong passion for adding value through technology and fostering a positive work environment. I bring strong interpersonal skills, a results-oriented mindset, a global perspective, and effective communication abilities. My experience includes extensive work in system analysis across diverse organizations, where I've collaborated closely with product managers and customers to refine project scopes, sprints, and MVPs.

My early background as an analyst, combined with my curiosity to uncover new ways to add value, led me to specialize in UX/UI design. My affinity for layout design and web systems naturally guided me towards web UI, where I leverage my academic background to maintain a global perspective on each project. I excel in understanding and meeting user and client needs, quickly identifying their priorities and contributing value to teams and products.

Objective:

I aim to bring my experience and skills to the company by adding value across teams, projects, and products.

Education

Universidad Nacional del Nordeste
Jan 2000 - May 2005
Bachelor of Information Systems

Languages

English (fluent) - Spanish (native)