Cristian Mauricio Ricardo Rojas

User Interface Designer | Software Developer

I am an exceptionally creative person, growth-oriented, and passionate about software design and development. I enjoy exploring new technological solutions and creating applications that are not only functional but also elegant and efficient. My fascination with user interface design and user experience drives me to use advanced tools like Figma to ensure that every visual and interaction detail is intuitive and appealing.

I am constantly seeking challenges that push me to grow, surrounded by a team passionate about daily progress. With a sharp focus on user experience, intuitive interface design, and innovative application development, I aspire to create solutions that not only work but also delight their users.

Soft Skills

- Effective Communication
- Adaptability
- Resilience
- Leadership
- Creativity
- Critical Thinking
- Analytical
- Empathetic

Hard Skills

- User Experience
- User Interface
- Figma
- Adobe XD
- Sketch
- Invision
- HTML5
- CSS
- JavaScript
- Python
- FastAPI
- Project Management
- UX Research
- Git

Languages

- Spanish (Native)
- English (B1)

My experience

Jun 2021 - Present

UX/UI Lead | Cafeto Software
- Lead, mentor, and manage a team of UX/UI designers.
- Foster a creative, collaborative, and user-centric design environment.
- Develop and implement a comprehensive UX/UI design strategy.
- Define design standards, guidelines, and best practices for the team.
- Stay up-to-date with the latest design trends, tools, and technologies.
- Conduct user research to gather insights and understand user needs, behaviors, and pain points.
- Analyze user feedback, usability studies, and analytics data to inform design decisions.
- Create user personas, journey maps, and scenarios to guide the design process.
- Oversee the creation of wireframes, prototypes, and high-fidelity designs.
- Ensure designs are consistent, user-centered, and aligned with brand guidelines.
- Collaborate with developers to ensure the accurate implementation of design specifications.
- Conduct design reviews and usability testing to ensure the quality and effectiveness of the user interface.
- Identify and address UX/UI issues and continuously improve the user experience.
- Maintain design documentation and assets for future reference and consistency.

Feb 2021 - Jun 2021

Engineering Manager | Cafeto Software
- Recruit, mentor, and manage a team of software engineers.
- Conduct regular performance reviews and provide career development opportunities.
- Foster a collaborative and inclusive team environment.
- Plan, prioritize, and manage software development projects from concept to completion.
- Ensure projects are delivered on time, within budget, and meet the desired quality standards.
- Coordinate with stakeholders to gather requirements and define project scope and timelines.

Education

UX/UI Advance Designer
Coderhouse - Bootcamp

Graphic Designer
Discenters

Sofware Engineer
Politécnico Grancolombiano

Contact

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GitHub:
https://github.com/cr1c4rd0

Linkedin:
www.linkedin.com/in/cristian-ricardo

- Provide technical guidance and support to the development team.
- Review and approve technical designs, architecture, and code.
- Ensure adherence to best practices in software development, including coding standards, testing, and version control.
- Implement and refine software development processes and methodologies.
- Promote the use of agile practices and continuous integration/continuous deployment (CI/CD) pipelines.
- Identify and address bottlenecks and inefficiencies in the development process.

May 2017 - Feb 2021

UX/UI Designer | Cafeto Software
- Conduct user research to understand user behaviors, needs, and pain points.
- Perform competitive analysis and market research to identify industry trends.
- Create user personas, user journeys, and scenarios to guide the design process.
- Develop wireframes, mockups, and prototypes for web and mobile applications.
- Design user interfaces that are visually appealing, intuitive, and consistent with brand guidelines.
- Conduct usability tests to gather feedback on design prototypes.
- Analyze test results and make data-driven design improvements.
- Iterate on designs based on user feedback and testing results.
- Maintain and update design systems, style guides, and component libraries.
- Document design decisions, user flows, and interactions for development handoff.
- Ensure consistency and scalability of design elements across different platforms.
- Basic understanding of HTML, CSS, and JavaScript to facilitate better collaboration with developers.
- Familiarity with accessibility standards and best practices.
- Knowledge of design systems and component libraries.

Apr 2015 - Apr 2017

Frontend Developer | Open International
- Develop and implement user-friendly web interfaces using JavaScript, HTML, and CSS.
- Create interactive and dynamic web elements using JavaScript frameworks and libraries such as Sencha.
- Ensure web applications are responsive and optimized for various devices and browsers.
- Write clean, efficient, and maintainable code following best practices.
- Optimize web applications for speed and scalability.
- Conduct code reviews and provide constructive feedback to peers.
- Collaborate with designers to translate UI/UX designs into functional and aesthetically pleasing web components.
- Work closely with backend developers to integrate frontend components with server-side logic.
- Communicate effectively with product managers and stakeholders to gather and refine requirements.
- Conduct thorough testing of web applications to ensure functionality and performance

- Identify and fix bugs and issues in a timely manner.
- Utilize testing frameworks and tools to automate testing processes.
- Stay updated with the latest trends, technologies, and best practices in frontend development.
- Identify opportunities to improve the development process and the overall quality of web applications.
- Participate in knowledge-sharing sessions and contribute to the team's technical growth.

May 2012 - Apr 2015

Web Developer | Open International
- Write well-designed, testable, and efficient code using best practices in web development.
- Develop website layouts, user interfaces, and web applications by using standard HTML/CSS practices.
- Integrate data from various back-end services and databases.
- Collaborate with designers to match the visual design intent.
- Ensure the technical feasibility of UI/UX designs.
- Optimize applications for maximum speed and scalability.
- Maintain, expand, and scale websites as per the client or company needs.
- Perform regular updates and improvements to existing websites and web applications.
- Identify and fix bugs and performance issues.

Mar 2011 - Oct 2011

UI Developer | Clínica San Francisco
- Design and develop reusable, high-quality UI components and libraries.
- Ensure components are scalable, maintainable, and consistent with design specifications.
- Implement best practices for component development, including testing and documentation.
- Collaborate with designers to implement and maintain a consistent design system.
- Create and maintain a library of UI components that adhere to the design system and brand guidelines.
- Ensure accessibility standards are met in all UI components.
- Write clean, efficient, and well-documented code.
- Optimize components for performance and usability.
- Conduct code reviews and provide constructive feedback to team members.
- Good understanding of UX principles and best practices.
- Ability to collaborate effectively with designers to create visually appealing and user-friendly components.
- Knowledge of responsive and adaptive design techniques.