

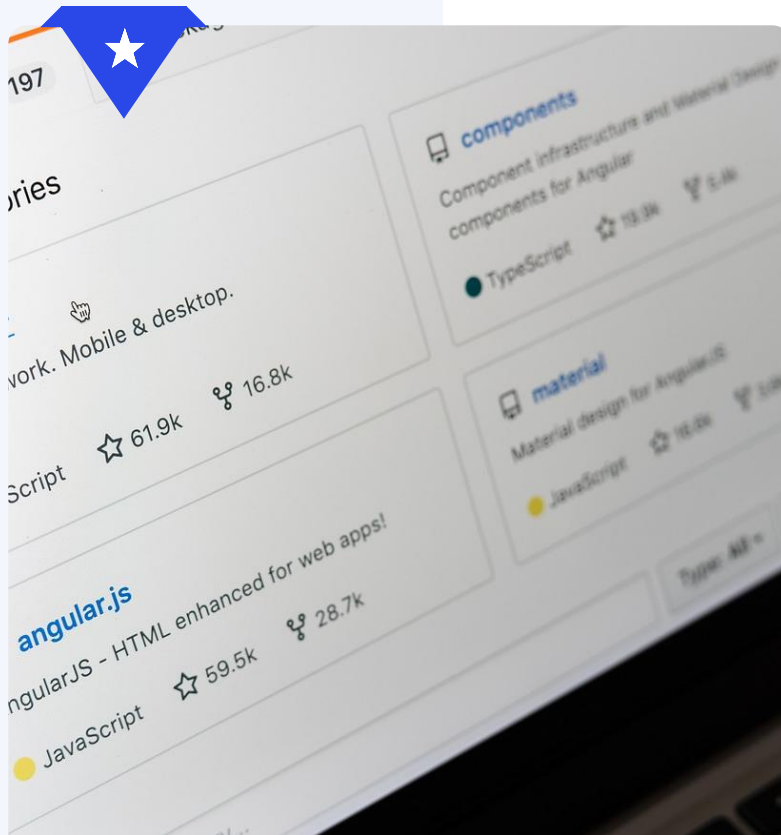
Ian Castaño

Full Stack / UX

Resume



GitHub: ianfedev



Check my projects on GH: @ianfedev

Welcome To my resume

I'm Ian, a UI/UX designer and Full Stack developer

Throughout my career, I've been driven by a passion for designing solutions that truly serve people — creating experiences that are not only functional and scalable, but also intuitive and meaningful.

My goal is to craft digital products that bring real value, with a professional approach that balances usability, efficiency, and long-term impact.



Ian Castaño

UX/UI Designer / Full Stack

About Me

How I became developer?

Since a very young age, I've been deeply curious about technology. At around 16, I started learning to code with a focus on game development, where I met mentors who helped me grow quickly despite my limited time and experience. This early guidance helped me discover my passion and build a solid foundation in development.

Driven by that passion, I accelerated my learning by diving into advanced concepts like design patterns, clean code principles, containerization, and dependency injection skills often reserved for more experienced professionals. I embraced the full-stack mindset, working with languages like Java, Node.js, and Golang, while always keeping user experience at the center of my projects.

Eventually, I decided to pursue my professional career as a UI/UX designer and developer through university studies. Today, I combine both disciplines to create functional, scalable, and visually engaging digital solutions that bring real value to users.

About me

What I Do?

In every project, I aim to integrate tools that help solve real-world problems for users—while ensuring the applications I build are robust, scalable, and maintainable.



Started with object-oriented principles and SOLID basics, which later evolved into advanced use of dependency injection, TCP communication, asynchronous programming, and building microservices with Spring.



Developed scalable and testable user interfaces using Angular, applying modular architecture and reusable components to ensure maintainability across complex applications.



Created powerful backend services with Nodejs, TypeScript, and NestJS, integrating technologies like Redis, relational and NoSQL databases to support high-performance applications.

UI/UX / Design

Human-Centric solutions

Since 2018

I began my professional studies (Bachelor's degree) focused on designing and developing user-centered solutions, applying technologies I had already mastered to real-world projects with greater depth and structure.

Golang / Distributed systems

Community / Forum focused development

Since 2021

I specialized in backend development using Golang, learning how to build distributed services with Docker, Kubernetes, Hashicorp stack, gRPC, and similar tools, gaining a strong foundation in modern software infrastructure.

NodeJS

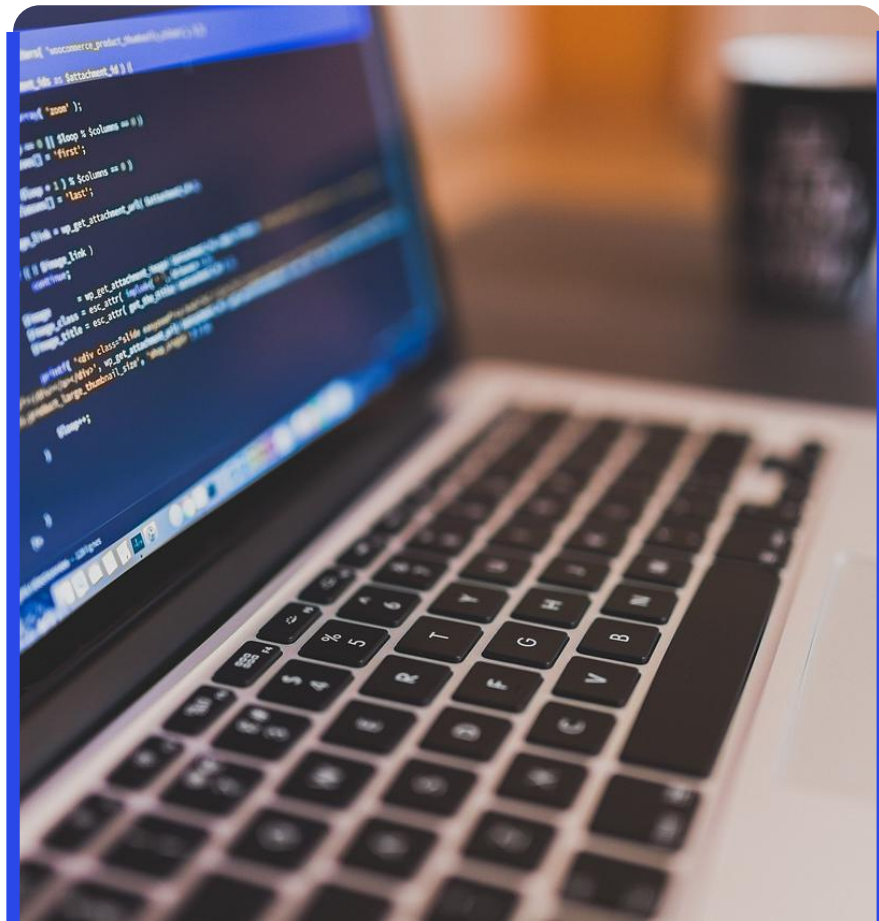
Next.js - Modern Web Development

Since 2021

As I explored more advanced stages of my career, I adopted modern tools like Next.js, integrating component-based design systems and end-to-end testing while leveraging my background in UX to deliver refined and scalable web applications.

Deeper knowledge

What do I want you to know about me?



I'm a tech enthusiast

From a very young age, I've felt completely at home in front of a computer. It's like a second world to me—one where I've spent countless hours exploring, building, and growing both personally and professionally.

I enjoy working alone—but thrive with others

While I'm self-paced and strict with my deadlines, I truly value collaborative environments. I enjoy sharing progress, reporting blockers early, and helping others debug or improve their work.

Fast and reliable

I understand how fast products need to be delivered in today's market, but I also value scalability and robustness. I aim to build systems that are fast to ship, but well structured for long-term improvement.

Deeper knowledge

What do I want you to know about me?

I come from a business-driven family

Most members of my family—including myself—have been pioneers in the fashion manufacturing industry in my country. Over time, these businesses required tailored systems, e-commerce platforms, dashboards, and internal apps to improve productivity and meet evolving needs.

These were the perfect opportunities for me to apply and expand my full-stack development skills in real-world scenarios.

UI/UX designer

Full Stack Developer

Tech enthusiast

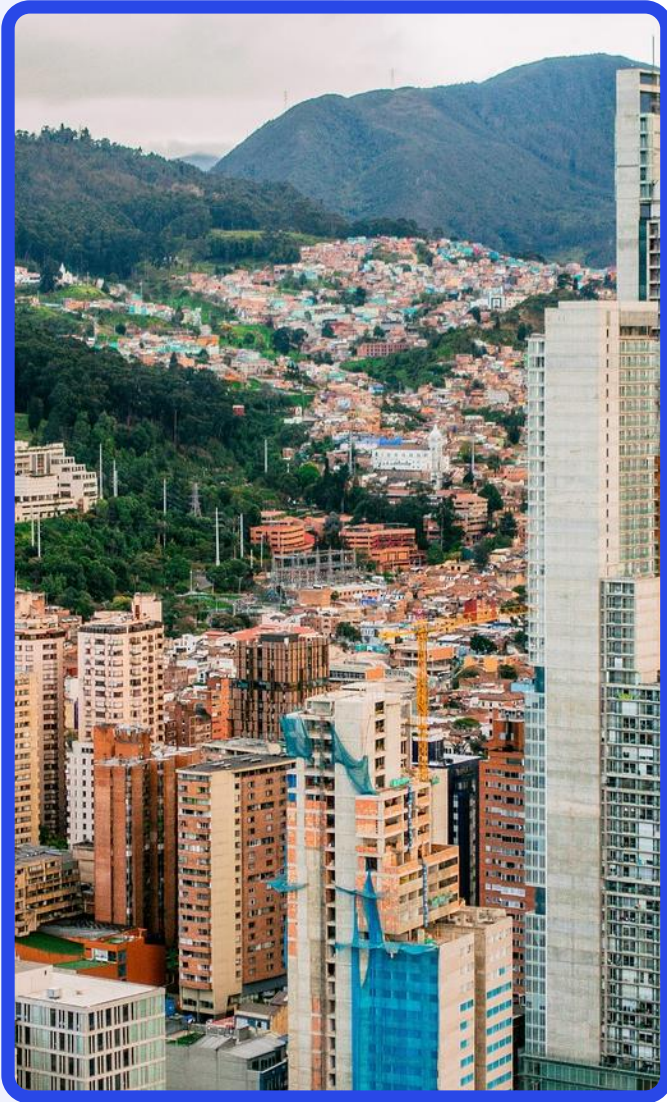
I'm not really a gamer

While my early experience was rooted in game development, what truly excited me was creating experiences rather than being just a user of them. That passion naturally evolved into designing and building software that is intuitive, accessible, and enjoyable to use.

I see things from the business side, not just the employee role

Being part of an entrepreneurial environment has given me a strong understanding of how a company operates. I've always been aware of the responsibilities on both sides—management and team—and how individual performance, especially in tech, plays a critical role in a company's success.

I understand that what we build directly impacts growth, efficiency, and innovation.



UI / UX Design / Full Stack

Language

From an early age, I've communicated in English at a conversational level. However, I tend to excel more in written communication, where I can express ideas with clarity, structure, and precision.

Spanish

100%



English

90%



Project Samples

What I've done

Here are some of my projects, shown with visual representations of their interfaces and user experiences.

You can explore the underlying backend code, system architecture or code-based projects in my GitHub:

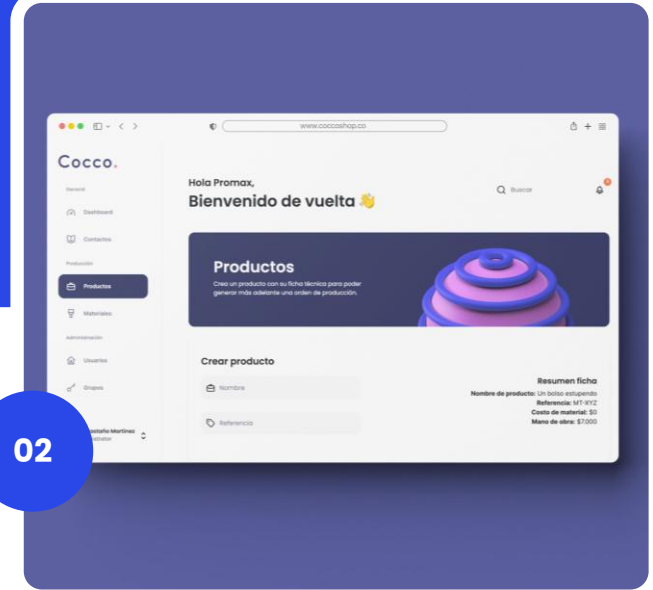
→ [@ianfedev](#)



01

Gobernemos

Citizen engagement platform for local governments with a focus on usability and participation.



02

Cocco Panel

Custom tool for managing technical sheets and inventory in the fashion industry.

Project Samples

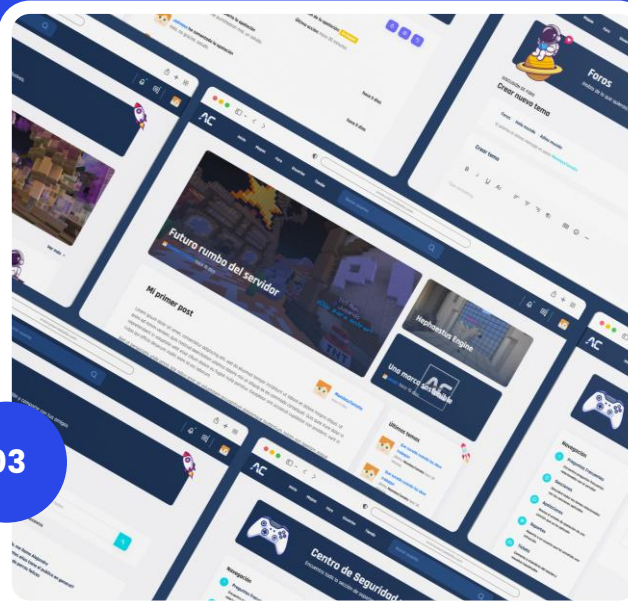
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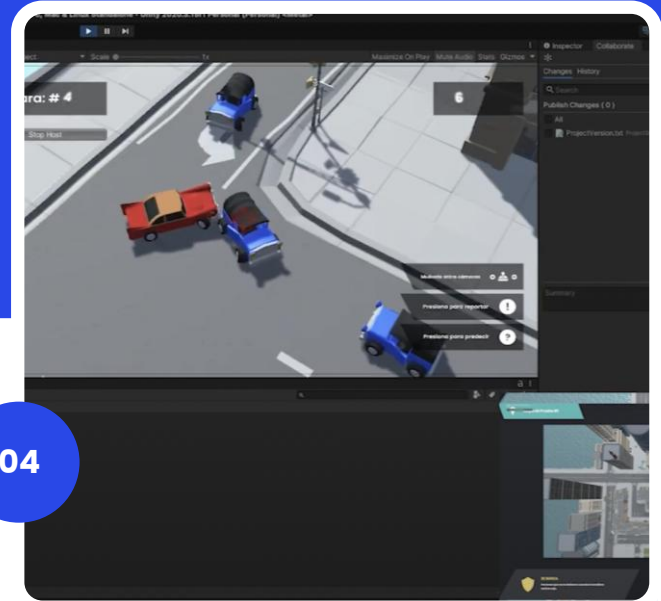
03



Astrocube

Full-stack game-inspired web app blending interaction design and backend logic.

04



Securicam

Interactive government tool promoting road safety and respectful driving.

Project Samples

What I've done

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05

```
go test -v | run file tests
golang

"testing"

debug test
func TestBubbleSort(t *testing.T) {
    input := []int{4, 1, 3, 2}
    ans := BubbleSort(input)

    expected := []int{1, 2, 3, 4}
    for i := range input {
        if out[i] != ans[i] {
            t.Errorf("incorrect sort expect:%#v actual:%#v",
                input, ans)
            break
        }
    }
}
```

Pixels Emulator

Retro-style game emulator
backend built in Go for
legacy multiplayer
experiences.

06



Orvibo Revolution

Smart Home AI ecosystem
concept design for
integration with Home Toolkit
and Google Home.

01

2020 – 2022

Local Governance – BOG

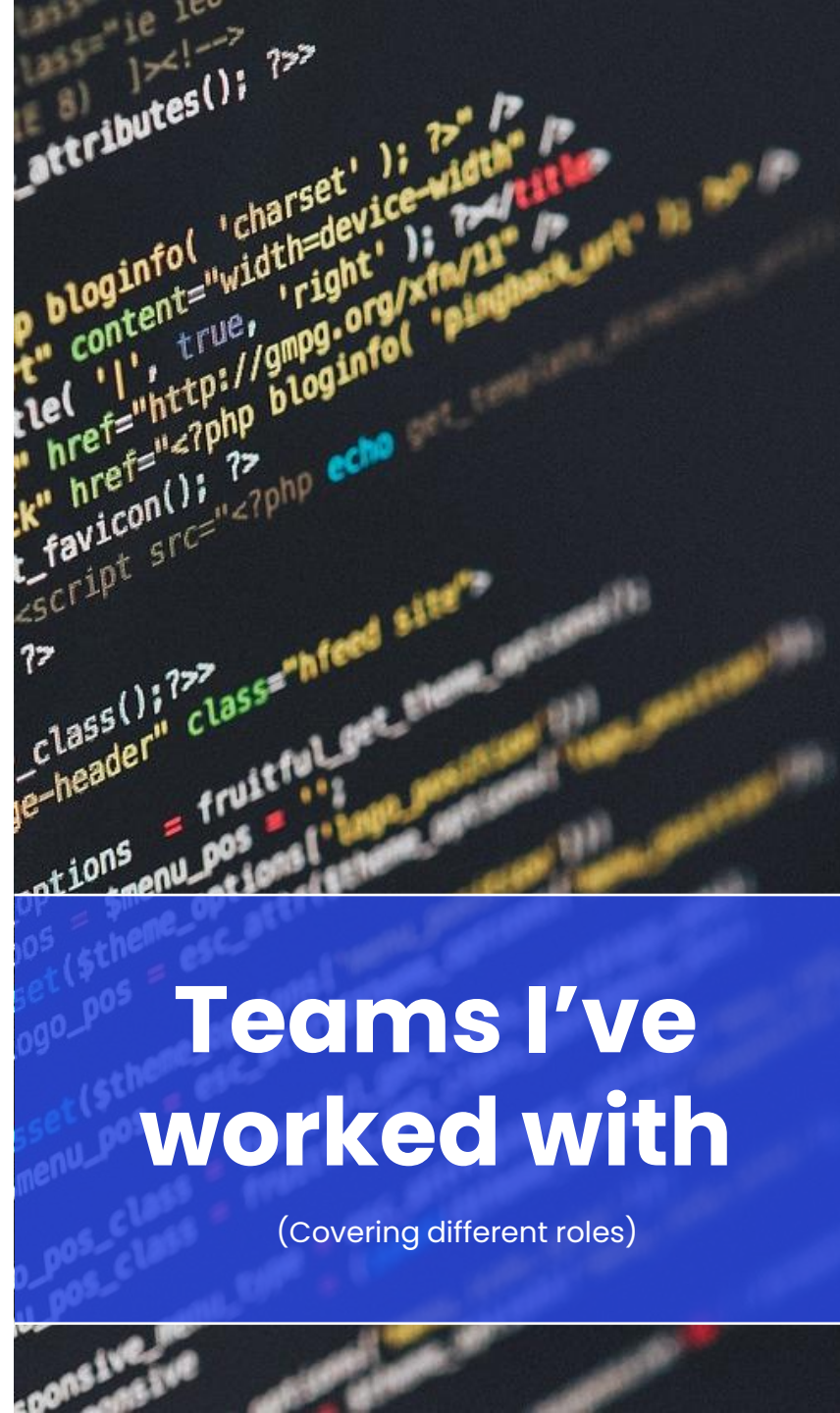
Worked in two awesome projects as Product Designer and Full Stack / XR development.

02

2019 – 2021

Astrocube Network

Designed full backend solutions and game-focused experiences involving Java, JS and microservices.



Teams I've worked with

(Covering different roles)

03

2022 – 2024

AZALEA Team

Small software company based in CO, working towards full stack development of fashion industry dashboard and management.

04

2019 – TODAY

Unnamed Team

OSS game-based team dedicated to create tools for different community-aimed games.

UI/UX designer

Full Stack Developer

Tech enthusiast



Thank You For your time

Ian Castaño

Hope we could connect soon...

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Discord: momlesstomato

You can also visit my portfolio: <https://ianfedev.github.io/ianfe.dev/>