

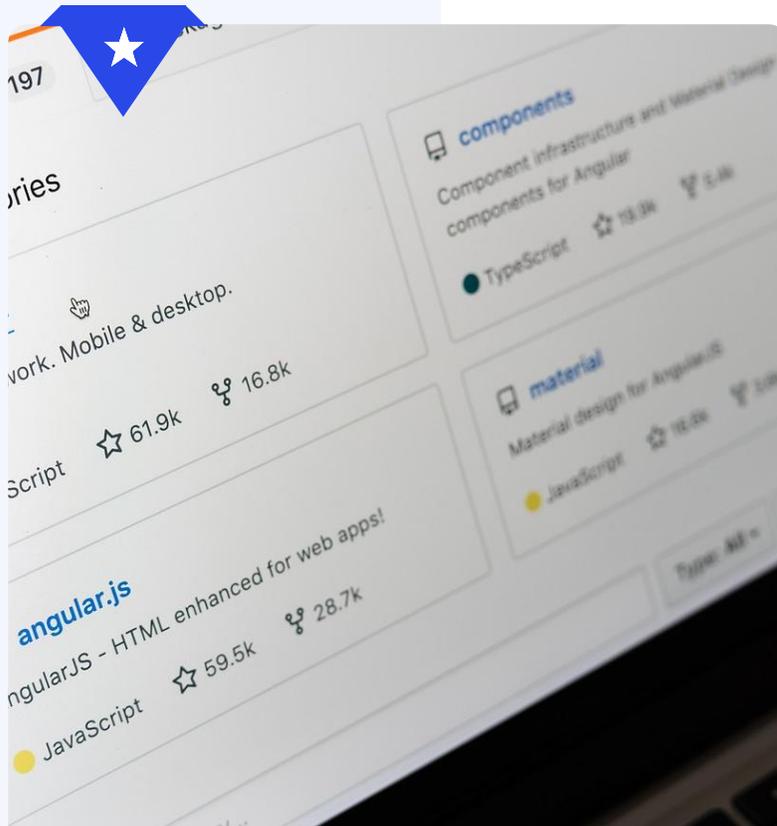
# Ian Castaño

## Full Stack / UX

Resume



GitHub: ianfedev



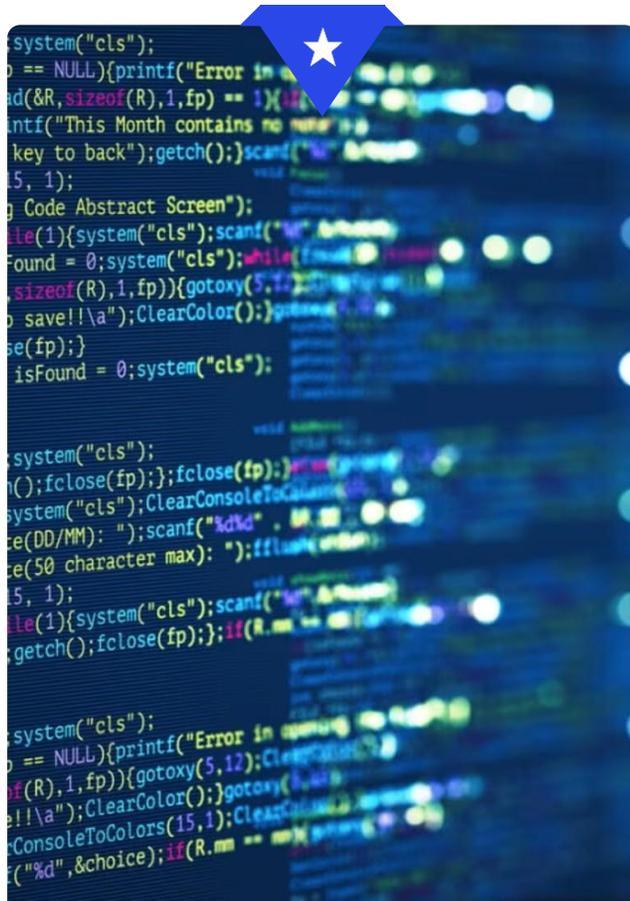
**Check my projects on GH: @ianfedev**

# 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.

**Java**

**Game Oriented Development**  
Since 2016

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.

**Angular**

**Community / Forum focused development**  
Since 2017

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

**NodeJS**

**Backend development**  
Since 2017

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



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.



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.

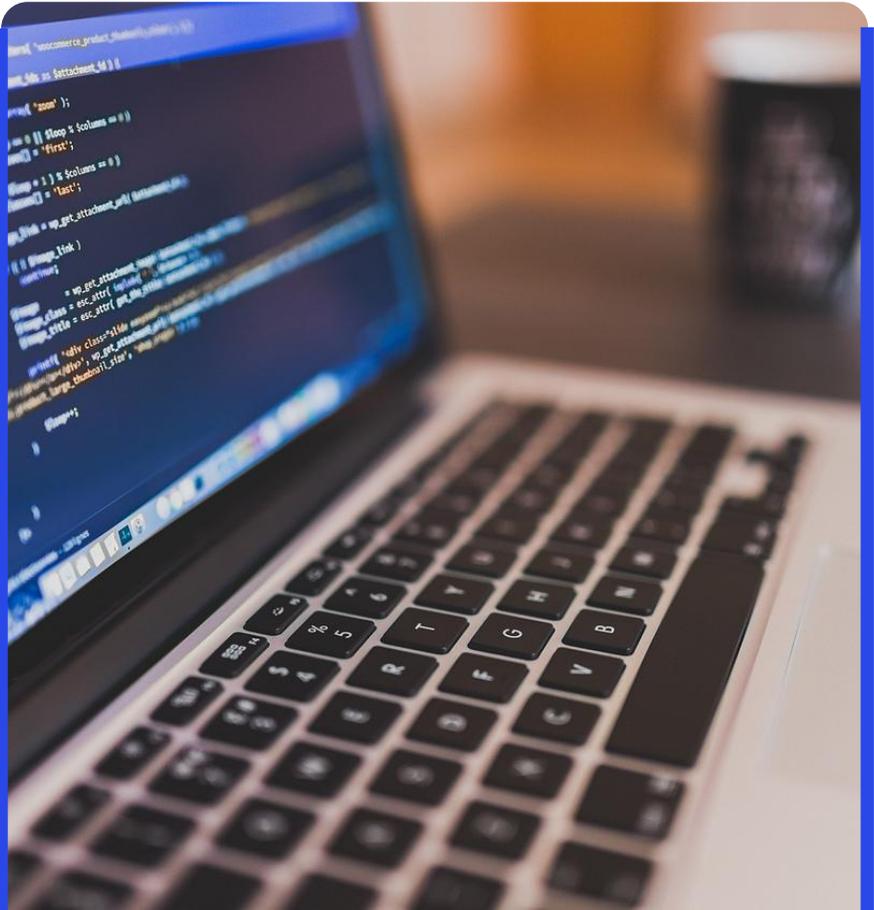


Next.js - Modern Web Development  
Since 2021

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.



## I'm not really a gamer

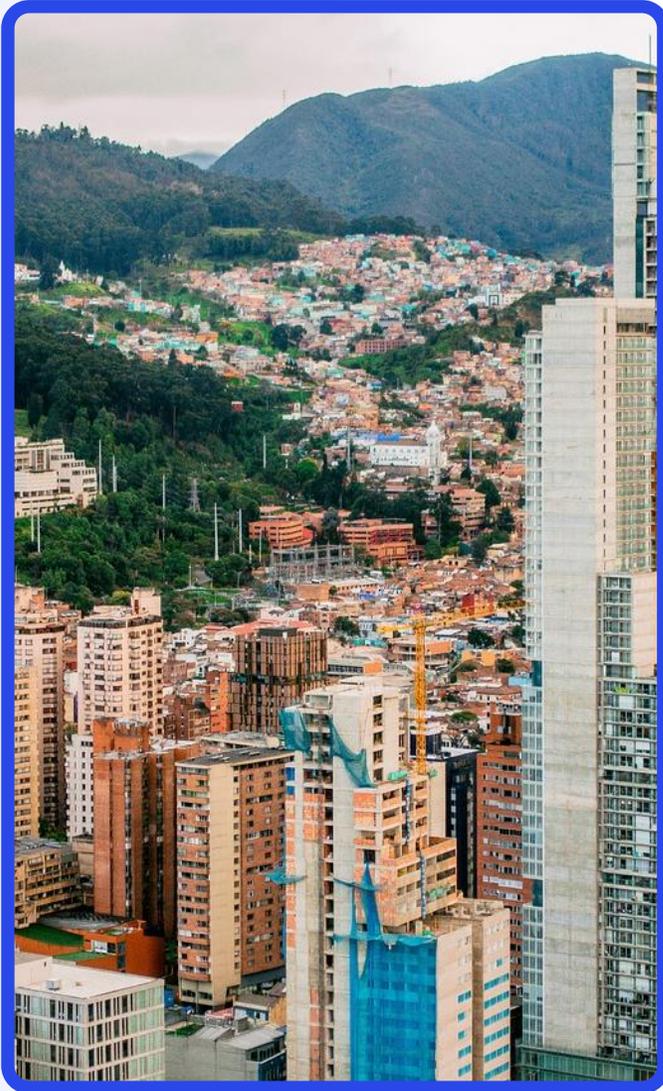
While my early experience was rooted in game development, what truly excited me was creating experiences rather than being just a user of them. That passion naturally evolved into designing and building software that is intuitive, accessible, and enjoyable to use.

## 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.

GH: @IANFEDEV



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.

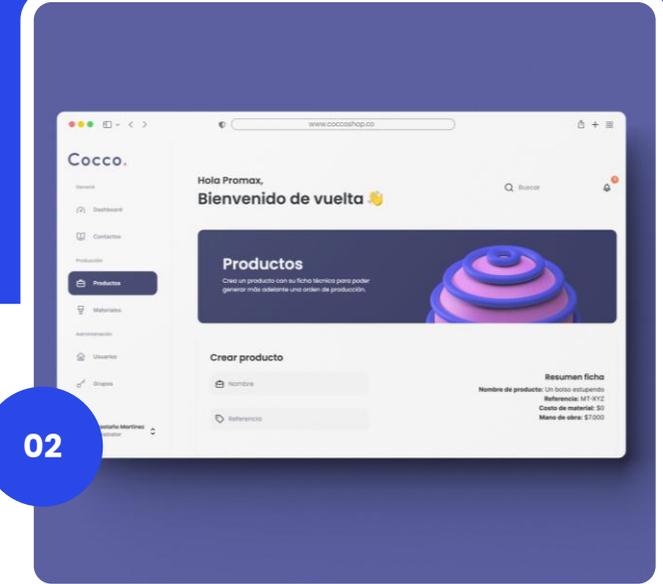
You can explore the underlying backend code, system architecture or code-based projects in my GitHub:

→ [@ianfedev](#)



## Gobernemos

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



## Cocco Panel

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

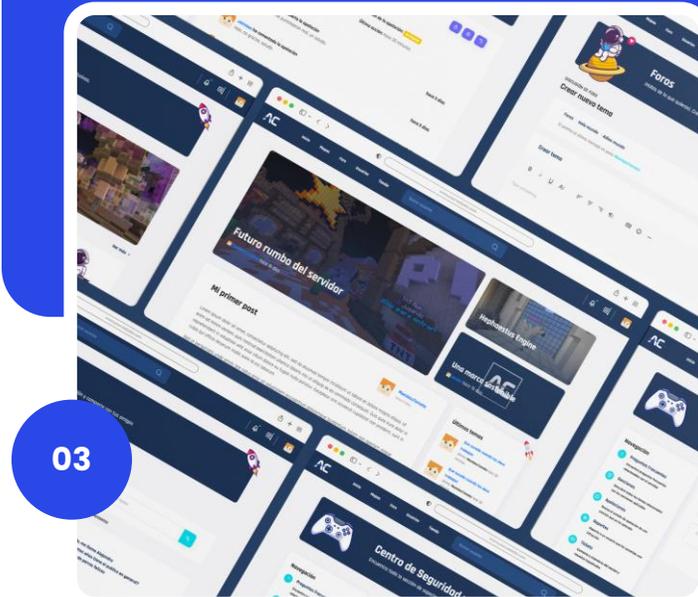
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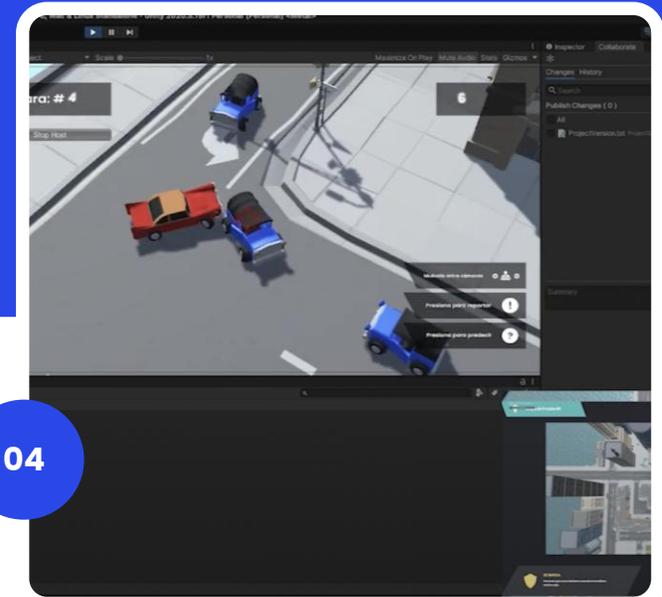
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03

## 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

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```
go tests | run file tests
golang

"testing"

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

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

05

## 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

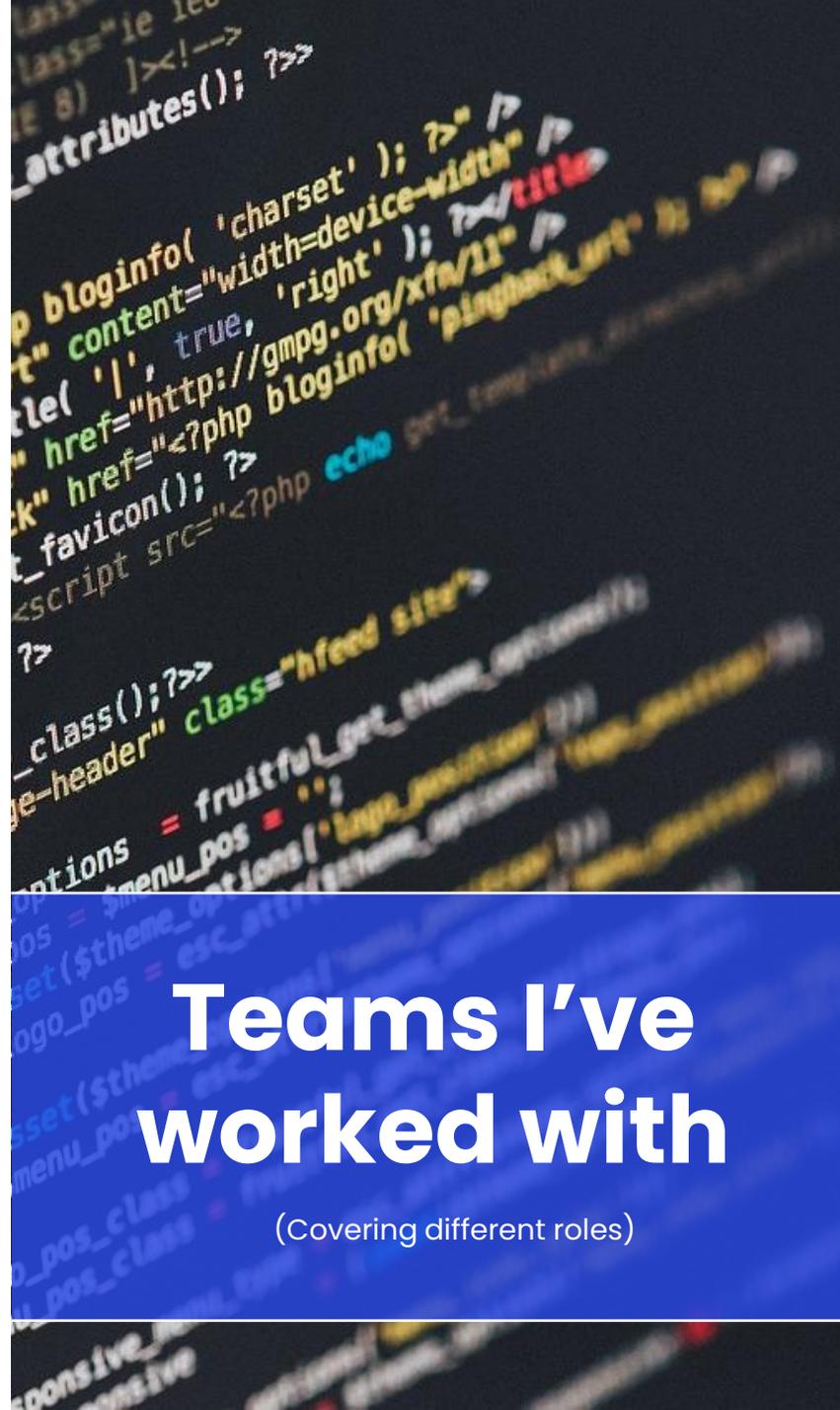
Worked in two awesome projects as Product Designer and Full Stack / XR development.

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

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**Hope we could connect soon...**

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Discord: momlesstomato

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