

Martin Etchebarne

✉ martin@etchebarne.net

📍 Buenos Aires, Argentina

🌐 [martinetchebarne](#)

🐙 [etchebarne](#)

Design Engineer | UI Design & Frontend Development

EXPERIENCE

FjordFrontSolutions

Full-time

Design Engineer

Jan 2026 – Present

- Rebuilt the player-facing website as a reusable UI design system, standardizing responsive layouts, components, icons, and interaction patterns while preserving each brand's visual identity.
- Developed a live visual editor for customizing each brand website in real time; redesigned the original games and added a customization layer to support editing them through the same interface.
- Built internal admin interfaces for promotions, user and game management, financial overviews, alerts, and operational workflows.

Lead Frontend Developer

Sep 2024 – Dec 2025

- Led a team of 5 frontend developers responsible for the ongoing development of the iGaming platform and the migration of original games to the Godot game engine.
- Created shared UI and icon packages within a multi-brand frontend architecture, supporting consistent interfaces and faster rollout of branded products.

Frontend Developer

Jun 2022 – Aug 2024

- Developed and maintained the player-facing iGaming platform in React, contributing to its full redesign and long-term production support.
- Developed the initial version of the platform's admin panel.

Fullstack Developer

No Standing

Contractor

Jan 2025 – Feb 2026

- Built Telegram and Discord applications for communities including FC Barcelona's official community, with reusable moderation, entertainment, and utility modules.
- Developed React and Express management tools for shift tracking, multilingual moderation, and automated community activity reports.

EDUCATION

Diploma in UX/UI Design

UTN Buenos Aires

Initial and Advanced modules (in progress)

Aug 2026 – Jan 2027 (expected)

- Coursework includes Figma, user flows, wireframing, high-fidelity prototyping, information architecture, accessibility, usability testing, and design systems.

PROJECTS

- **Ettxe** – Desktop configuration for non-technical users, with automated installation and a GNOME-based interface for managing apps and system updates on Arch Linux.
- **Kosmos** – Electron-based code editor with a Rust backend, a tab-based interface, flexible workspace layouts, persistent terminal sessions, and AI-oriented workflows.
- **Vintia** – Reimagined Discord bot for community engagement with extensive customization of rank card layouts, colors, and fonts. Supports configurable XP calculations, detailed member and economy management, activity logs, profiles, and reputation systems.

SKILLS

UI: Responsive layouts, reusable components, design systems, icons, interaction patterns

Design tools: Figma, Photoshop, Illustrator

Technologies: React, TypeScript, JavaScript, Rust, Node.js, Express, Git, Godot

AI tools: ChatGPT / Codex, Claude, Cursor, OpenCode

LANGUAGES

English (Fluent) | Spanish (Native)