

Jonas Guzman

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Career Summary

Detail-oriented digital storyteller and frontend developer with experience creating web and social content that prioritizes user needs. Skilled at identifying friction points, improving usability, and delivering polished digital experiences. Excels in collaborative environments and thrives on learning and iterating to maximize value for members.

Experience

Contracted Work

Digital Content Producer

Remote
Aug 2024 - Present

- Designed and managed web & social content for clarity, engagement, and ease of navigation.
- Grew social media following from <1k to 40k with audience-driven campaigns.
- Identified content friction points and implemented improvements to enhance member experience.
- Collaborated with designers and developers to ensure polished delivery.

CodeNoir

Frontend Developer

Remote
Feb 2022 – Jul 2022

- Built and maintained responsive web apps using React and Next.js, delivering intuitive experiences.
- Partnered with design and backend teams to reduce friction and improve usability.
- Focused on performance, accessibility, and clean code to maximize value for end users.

Leadership & Activities

Film Director

Ban2 - Mini Doc

New York City, NY
Aug 2025

- Directed and produced a mini-documentary, overseeing the full creative process from concept to execution, developing skills in audience-focused storytelling, project ownership, and cross-team collaboration—directly applicable to shaping user-centered product experiences.

Skills & Interests

Technical Stack: HTML, CSS, Bootstrap, Tailwind, JavaScript, React, Next.js, Sanity.io, Adobe Creative Cloud

Language: English(Fluent), Spanish(Fluent)