



# FEDERICO MARTÍN FOGLIATTO

## SOFTWARE DEVELOPER

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[Portfolio](#)



Rosario – Santa Fe

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### ABOUT ME

Programming student with knowledge in Frontend (HTML, CSS, JavaScript, React) and Backend (C#). Intermediate English proficiency 🇬🇧. Currently, I am looking for my first professional challenge in the IT world, focusing on the development of web applications or services, both Frontend and Backend. Although my experience is as a Kinesiologist, I am currently in a transition process.

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### EXPERIENCE

#### Kinesiologist

Home-based Kinesiology, 2017 - Present

- Home and institutional care for patients with neurological, traumatic, and respiratory conditions.
- Writing reports for health insurance and prepaid plans.
- Referrals to other specialties.
- Assertive communication with stakeholders in the patient's environment

#### Kinesiologist

Concepto Kinesico, 2007 - 2017

- Consultation care for patients with neurological, traumatic, and respiratory conditions.
- Writing reports for health insurance and prepaid plans.
- Referrals to other specialties.
- Working in a multidisciplinary team

#### Kinesiologist

Pilares del Rosario, 2011 - 2017

- Consultation care for patients with various conditions.
- Writing reports for health insurance and prepaid plans.
- Working in a multidisciplinary team

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### EDUCATIONAL BACKGROUND

#### UTN General Pacheco

University Technical Degree in Programming, Present

#### IUGR

Bachelor's Degree in Kinesiology and Physical Medicine, 2006

#### Monseñor Juan Agustin Boneo

Commercial Expert, 2000

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### COURSES

#### React Js

CoderHouse, 2024

#### JavaScript

CoderHouse, 2023

#### Web Developer

CoderHouse, 2023

#### Level 3 C#

Maxi Programa, 2023

#### Level 2 C#

Maxi Programa, 2023

#### Level 1 C#

Maxi Programa, 2023

#### Postgraduate Degree in Neurological Kinesiology

IUGR, 2018

PROJECTS

Web Development for the Official PlayStation Website

Technologies: HTML, CSS, Bootstrap, Sass, SEO, Git - GitHub

- In this project, as part of my final work for the Web Development course at CoderHouse, I was responsible for completely developing a website inspired by the official PlayStation site. I implemented a responsive page, applying the technologies learned during the course to recreate some aspects of the design. I focused on writing clean, readable, and optimized code, using SEO practices to improve the site's accessibility and performance.

Ecommerce withJS

Tecnologies: HTML, CSS, Bootstrap, Js, git - github

- This project was developed as part of the final work for the JavaScript course at CoderHouse. I was responsible for implementing the Front-End using HTML, CSS with Bootstrap, and JavaScript. I applied the Object-Oriented Programming (OOP) paradigm by using classes with their properties and methods, ensuring adherence to the principles of this approach. The site includes a shopping cart that uses local storage to save products, which are obtained from a JSON file. Libraries such as Sweet Alert were also incorporated to enhance the user experience, and setTimeout was used to simulate the payment process..

Ecommerce with React JS

Tecnologies: HTML, CSS, Bootstrap, Reactjs, firebase, git - github

- This project was developed as the final work for the ReactJS course at CoderHouse. I implemented a simulation of an e-commerce platform using React (Vite), HTML, CSS, and JavaScript. The application allows users to view a catalog of products stored in Firebase, filter by categories, and add products to the cart. During the checkout process, customer information is requested and stored in Firebase, generating a transaction ID upon completion. The project runs locally using the command npm run dev.

Product Management System, Desktop Application

Technologies: C#, SQL, git - github

- This project was developed as the final work for the Level 2 C# course. I implemented a desktop application to manage a list of products, allowing for additions, deletions, and modifications. Additionally, it includes functionalities to search for products by name, category, or price. The project is based on the Object-Oriented Programming (OOP) paradigm, ensuring a clear and efficient structure.

Product Management System, Web Application

Technologies: C#, SQL, git - github

- This project was developed as the final work for the Level 3 C# course. I implemented a web application to manage a list of products, allowing for additions, deletions, and modifications of products, as well as providing the option to search by name, category, or price. The development follows the Object-Oriented Programming (OOP) paradigm, optimizing the structure and functionality of the application.

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SKILLS	<ul style="list-style-type: none"><li>• Word</li><li>• Excel</li><li>• HTML</li><li>• CSS</li><li>• JavaScript</li><li>• Sass</li></ul>	<ul style="list-style-type: none"><li>• C#</li><li>• C++</li><li>• Git - GitHub</li><li>• Bootstrap</li><li>• ReactJs</li><li>• Seo</li></ul>
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LANGUAGES

Inglés  
Advanced Level