Sebastian Martini

Full-Stack Developer

Argentina

[Sebastian Martini](#)

+54 9 3402 541610

martiniseba78@gmail.com

PROFILE

I am a passionate Full Stack Developer with over 2 years of experience in developing web applications and interactive tools. I have worked on various projects ranging from creating intuitive and functional user interfaces to integrating APIs and optimizing backend processes. My focus is on delivering complete solutions from frontend to backend, utilizing modern technologies like React, TypeScript, and Python.

I excel at quickly adapting to new technological environments and consistently seek to improve both my skills and the quality of the products I develop. I take a proactive role in every project, contributing with a strong sense of responsibility and commitment to achieving team goals.

TECHNICAL SKILLS

- **Languages**: JavaScript, TypeScript, Python, SQL, C#
- **Frontend**: React, React Native, Next.js, Vite.js, Tailwind CSS
- **Backend**: Node.js, Flask, Express.js, MongoDB
- **Tools and Platforms:** Git, Figma, Storybook, Firebase, Blender (Headless with Python), RESTful APIs
- **Version Control:** Git, GitHub
- **Methodologies:** Scrum, Kanban
- **Languages:** Spanish, English

WORK EXPERIENCE

Frontend Developer - Clak

Mar. 2024 - PRESENT [Clak - Website](#)

Clak - Startup similar to Retool.com, focused on improving simplicity, the learning curve, and enhancing the user experience with ChatGPT for tool creation facilitation.

- Developed web views using React, TypeScript, Tailwind CSS, Vite.js, and Next.js.
- Collaborated with UI/UX designers to create the landing page using Figma.
- Designed a Storybook and Design System to maintain visual consistency.
- Implemented and optimized frontend forms, integrating with backend endpoints in Python (Flask).
- Continuously enhanced the user experience by integrating advanced tools with ChatGPT.

Technologies: React, TypeScript, Tailwind CSS, Vite.js, Next.js, Figma, Python, Flask.

Software Developer - Junco Films

Jan. 2024 - Feb. 2024 [Junco Films - Website](#)

- Developed and maintained interactive tools and web applications.
- Integrated social media APIs (Facebook, TikTok, Discord) for social data analysis.
- Created a multi-platform web workspace with Flask and ReactJS.
- Developed an SVG file editor for advanced graphic manipulation.
- Automated Blender renders using Python, optimizing content production workflows.

Technologies: Flask, ReactJS, Python, Blender, Social Media APIs.

Backend Developer - B2Gov

Sept. 2022 - Sept. 2023 [B2Gov - Website](#)

- Focused on the development of robust and scalable backend solutions.
- Implemented a data scraping system from international public procurement portals using Python and BeautifulSoup.
- Extracted and manipulated data in compliance with the Open Contracting Data Standard (OCDS).
- Stored scraped data in MongoDB and optimized the performance to handle large datasets.

Technologies: Python, BeautifulSoup, MongoDB, MongoDB Compass, Flask.

PERSONAL PROJECTS

Game Development - Global Game Jam *- Unity 2D Developer*

Jan- 2022   [Global Game Jam - Alasine Game](#)

- Developed a game in 48 hours for the Global Game Jam, using C# and Unity 2D.
- Implemented part of the graphical interface, learned Unity libraries, and collaborated in a Git repository with teammates.

Technologies: C#, Unity 2D, Git.

Building a 3D Printer - Electronic Technician Internship

2019 - 2020 🖾 *3D Printer Photos*

- Built a 3D printer from scratch, programming motors and configuring extruders.
- Calibrated the printer and used Cura software for 3D printing.
- Overcame logistical and technical challenges to complete a fully functional project.

Technologies: Motor programming and calibration, Cura, Arduino.

Hackathon Participation - Smart City Dashboard

Nov. 2018 - Dec. 2018

- Participated in a school hackathon to develop a "Smart City" dashboard.
- Configured a dashboard for real-time monitoring of city services using Arduino.
- Developed an intuitive interface for controlling traffic lights, water pumps, and vehicle tracking.
- Collaborated with multiple teams and achieved a podium finish in the event.

Technologies: Arduino, UI/UX, Monitoring Dashboard.

EDUCATION

- **Instituto Politécnico Superior, Rosario.** *2021 - 2023*

  Analista Universitario en Sistemas

- **SQL, Coderhouse.** *Ago 2023 - Nov 2023*

  Funciones, Stored procedures, Triggers, Workshop DCL y TCL,

- **Desarrollo de APP 's, Coderhouse**. *Abr 2023 - Jun 2023*

  React Native, Redux, Login & authentication, SQLite

- **React JS, Coderhouse**. *Jan 2023 - Mar 2023*

  JSX y transpling, Routing & navigation, Events, API consume, Firebase

- **JavaScript, Coderhouse**. *Sept 2022 - Nov 2022*

  Storage y JSON, Libreria, AJAX Y Fetch, Node JS

- **Python, Coderhouse.** *Dic 2021 - Mar 2022*

  Django, Programación Orientada a Objetos, Git-Github

- **Escuela N° 2073 "San Pablo", Villa Constitución.** *2013 - 2018*

  Técnico Electrónico.