FACUNDO TROITERO

• SOFTWARE DEVELOPER •

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PROFILE

I'm a software developer with four years of experience building apps and websites, with solid expertise in React. My academic background provided a strong foundation in full-stack development, software architecture concepts, and development best practices.

EDUCATION

42 Lisbon | Software Development
2022 - 2025

Le Wagon Berlin | Full Stack Web Development
2020

LANGUAGES

Spanish. Native
English. C1
Portuguese and French. B2

EXPERIENCE

NIQ | JavaScript Survey Programmer
2024 - present

- Developed **JavaScript** solutions to control questionnaire behavior based on client requirements, setting custom question logic, conditional displays, and validation.
- Collaborated closely with product owners and QA teams in a **Agile** environment to define survey behaviors, troubleshoot **UI** issues, and refine logic flows based on clients feedback.

E-borealis | Front End Web Developer
2022 - 2024

- Created and mantained frontend components with **HTML**, **CSS**, and **JavaScript** during a migration to **PHP CodeIgniter**. The focus was kept on **performance**, user experience, and **SEO** optimization.
- Maintained and improved **Jest** unit tests for **React** components to verify stability and correctness after migration changes. Applied a proactive approach to testing and continuous quality improvement.
- Integrated **REST APIs** and **third-party services.** Handled data fetching, error states, and loading indicators to ensure seamless user interactions across all application features.

Freelancer | Full Stack Web Developer — UI Design
2020 - present

- Built dynamic **React** applications leveraging **hooks** and **context API.** Implemented state management and optimized rendering performance through memoization techniques.
- Configured **GitHub Actions** workflows on **React** and **Jekyll** frontend applications, to automatically build assets, and deploy them to the appropriate servers. Monitored pipeline logs to troubleshoot build failures

ACADEMIC PROJECTS 🎓

- Developed Pong, a **multi-service full-stack application** featuring real-time multiplayer capabilities. In the front end, implemented custom **state management** system using **observer pattern** and developed vanilla JavaScript class-based architecture for **SPA** rendering.
- In the same project, engineered component and page hierarchy through a simple **class system** with **lifecycle** methods. Configured **Webpack** development server and build pipeline and integrated **WebSocket** connections for live game communication and a **REST API** for user and session management.

PERSONAL SKILLS ⚙️

ADAPTABILITY | TIME MANAGEMENT | PERSEVERANCE