FACUNDO TROITERO

• SOFTWARE DEVELOPER •

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PROFILE

I'm a software developer with four years of experience building apps and websites, specializing in front-end technologies like React JS. My academic background provides a strong foundation in object-oriented programming in C++, data structures and algorithms, software architecture concepts, and coding 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

- Supported business needs by refining survey **interfaces** and **automating deployment** tasks.
- Built, documented and deployed a **JavaScript** utility library that centralized survey logic and enabled reusable functions loaded via **CDN**.
- Translated **client requirements** into solution within an **Agile environment** under tight deadlines.

E-borealis | Front End Web Developer
2022 - 2024

- Developed and maintained high-traffic websites using **PHP CodeIgniter**. Built models, controllers, and views across a **MVC architecture** focusing on high **performance** and best **coding practices**.
- Created **UI** components with **HTML**, **CSS**, and **JavaScript**, with a focus on **UX** and **SEO** optimization.
- Integrated **RESTful APIs** and **third-party services.** Handled data fetching, error states, and loading indicators to ensure seamless user interactions across application features.
- Used **Git** for version control in multi-developer projects. Managed branches, handled merges and conflicts, and ensured clean, organized commit histories to support smooth collaboration.

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** and **deploy** assets to the appropriate servers. Monitored **pipeline** logs to troubleshoot build failures

ACADEMIC PROJECTS

- Built a full-stack Pong game with real-time multiplayer using **Django Rest** and a **Javascript SPA** with class-based components, and state management. Configured **Webpack**, and integrated **WebSockets** and **RESTful APIs** for gameplay and user management.
- Implemented a non-blocking **HTTP server** in **C++** supporting GET, POST, and DELETE methods, including serving static files, processing CGI requests, and handling file uploads. Took end-to-end ownership of the system's design, implementation, and testing while applying **object-oriented programming principles**.

PERSONAL SKILLS

ADAPTABILITY | TIME MANAGEMENT | PERSEVERANCE