



Franco Zoqui

Full Stack Web Developer

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Education



Instituto Industrial Luis A. Huergo

Técnico electrónico
especialista en computación
2003-2008



Universidad abierta interamericana

Ingenieria en sistemas
2009-2015 (incompleto)



Platzi

English-B1
(En curso)

Career Objective

Full Stack Web Developer

I walk my path in web development with enthusiasm and dedication. My passion for self-improvement and my commitment to constant growth make me a motivated candidate willing to face new challenges.

I can work on Frontend and Backend. My goal is to provide the highest possible performance applying modern technique end to end

Projects History

Techs



HTML



CSS



JavaScript



React.js



Next.js



Node.js



NestJS



SQL



Docker



PostgreSQL

E-commerce

Techs: HTML-CSS-React

An e-commerce application where I demonstrate my skills in React, Tailwind CSS, JavaScript, Node.js, and PostgreSQL. This project includes features such as a shopping cart, login functionality, and more, showcasing my skills to follow best practices while achieving optimal levels of abstraction.

API e-commerce Techs: JS-Node-PostgreSQL-Docker

This e-commerce API enables the management of products, users, orders, logins, and more, all handled server-side through a RESTful API. It is built with Express.js, which simplifies web application development by managing routes and middleware. It uses Joi for data validation and Boom for error handling. PostgreSQL is employed as the database, with Sequelize serving as the ORM, while Docker is used for containerization. Additionally, bcrypt and Passport ensure authentication and security

Study Program



Bases de datos SQL



Backend with Node.js



Frontend with React.js



TypeScript



Full Stack Developer With JavaScript

Projects History

WebChat

Techs: HTML-CSS-JS-Node

WebChat is a real-time chat application developed with Express.js, Socket.io, HTML, CSS, JavaScript and Node.js, which allows communication between users through WebSocket, ensuring a fluid and dynamic experience on any device.

Monsters Game Techs: HTML-CSS-JS-Node

An interactive game in which players select a monster and compete in exciting battles against other monsters controlled by real users. Battles begin when they encounter or "collide" with each other. This project uses technologies such as HTML, CSS, JavaScript, and Node.js to offer a dynamic and immersive experience.

API Rick & Morty Techs: HTML-CSS-JS

A project that queries the Rick and Morty API to retrieve and display information about characters, locations, and episodes from the series. I use asynchronous JavaScript tools, such as promise handling, to efficiently interact with the API, rendering the data in a dynamic and attractive interface.