



TOBIAS ECHENIQUE

Date of birth 13/03/2001

Mendoza, Argentina

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B.SC. IN COMPUTER SCIENCE AND SOFTWARE DEVELOPMENT

Born in 2001. Software Developer and graduate with a Bachelor's Degree in Computer Science and Software Development from Universidad de Aconcagua, Mendoza, Argentina, in September 2025. I have professional experience as a Functional Analyst and as a Full Stack Developer using Java Spring Boot and React JS in banking and oil industry businesses. I also have numerous personal and university projects using other languages and frameworks such as Python, Ruby on Rails, HTML, CSS, PHP, among others.

SKILLS AND LANGUAGES

English – Advanced (C1)

Spanish – Native

React

Lit

Web Components

HTML, CSS, Javascript

Git

Java (Spring Boot)

Python

SQL (MySQL, PostgreSQL)

Ruby on Rails

Flowcharting

PROFESSIONAL EXPERIENCE

ASF

February 2025 - Present

Full Stack Developer

- Developed a management system for a multinational oil & gas company, used daily by more than 200 employees.
- Built the frontend with **React + Material UI**, improving visual consistency across more than 10 modules.
- Implemented **backend** services with **Spring Boot + Oracle DB**, reducing data processing time by 30%.
- Delivered **interactive visualizations** (maps, oil wells) that sped up managerial decision-making.

Freelance - Terraoliva (Mendoza)

February 2025 - September 2025

Frontend Developer & Project Lead

- Led the development of a **ticketing system** that resulted in a 7% increase in the venue's revenue.
- Direct **negotiation with the client** and definition of **roadmap + Gantt** chart.
- **Full frontend development** (web version with **React** and mobile version with **React Native**).
- Coordination with another developer responsible for the backend in **Ruby on Rails**.
- Production delivery and subsequent support.

Factor IT

October 2024 - February 2025

Full Stack Developer

- Contributed to the development of a **car loan management system for an international bank**.
- Implemented frontend features with **React, Lit and Web Components**, achieving ~25% faster UI rendering.
- Developed backend services with **Spring Boot**, improving system stability and scalability.
- Applied **agile practices** and **CI/CD**, reducing bug resolution time by ~20%.

OpenDev Pro

January 2024 - April 2024

Functional Analyst

- Responsible for **client communication** for the development of their functional requirements.
- Used **Jira Software to create user stories**.
- Developed **flowcharts** representing the development to be carried out.

EDUCATION

Bachelor's Degree in Computer Science and Software Development – Universidad de Aconcagua, Mendoza March 2022 – September 2025 (COMPLETED)

- Obtained the Bachelor's degree in Computer Science and Software Development.
- Obtained the intermediate degree: University Technician in Software Development.
- First contact with Web Development (JavaScript, HTML, CSS, PHP).
- Learned Java and Object-Oriented Programming.
- Learned SQL database management (MySQL).
- Learned to develop research projects.
- Learned about agile methodologies and project management.

Bachelor's Degree in Computer Science – Universidad Nacional de Cuyo, Mendoza March 2019 – November 2021 (Incomplete)

- Learned Python and basic programming. Developed my own libraries for HashTable, LinkedList, Tree structures and others.
- Studied advanced mathematics (algebra, calculus, analytic geometry).

PERSONAL PROJECTS

Wii-Portfolio – Personal portfolio inspired by Nintendo Wii

My personal web portfolio developed with ReactJS, inspired by the Nintendo Wii main menu interface, where I share a bit about myself and the technologies I have worked with most throughout my career. My goal was to create an aesthetic, creative and distinctive portfolio.

algoritmo-paneles-acusticos – Research project for CONAIISI 2023

At university, for the Integrative Practice course, I developed a research project consisting of an application that detects the early reflections of a room for professional music production purposes and displays the results with an aerial view. It is programmed in Python. This project was selected to participate in the 11th National Congress of Computer Engineering / Information Systems, held in November 2023.
