

# Federico Gratti

Full Stack Developer

## INFO

-  20 September 1990
-  La Plata, Argentina
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## ABOUT ME

Technology has always been more than a job for me. I actively build applications in my free time and explore new tools out of curiosity. I'm a proactive and reliable engineer with strong communication skills, driven by continuous learning and meaningful problem-solving.

## CAREER GOALS

I'm looking to join a company that values continuous professional and personal growth. I'm motivated by being part of collaborative teams that embrace new technologies and encourage constant learning.

## EXPERIENCE

### FULL STACK DEVELOPER at OHZI Interactive

2019.01–present

- ◊ Designed and maintained production-ready Ruby on Rails APIs.
- ◊ Built an in-house JS framework focused on performant 3D web experiences.
- ◊ Implemented real-time communication between backend and frontend.
- ◊ Involved in the development of robust interactive web applications.
- ◊ Built automation tools that improved development workflows and efficiency.
- ◊ Led dailies with clients, aligning technical execution with business needs.
- ◊ Partnered with designers to deliver intuitive user experiences.

SKILLS: Ruby, JavaScript, TypeScript, Ruby on Rails, Node.js, React.js, AWS.

### FULL STACK DEVELOPER at Weblinc Commerce

2016.03–2019.01

- ◊ Delivered 10+ e-commerce solutions using an internal framework.
- ◊ Built custom applications tailored to specific Shopify store requirements.
- ◊ Built an Electron.js software for file sharing across Linux, Windows, and Mac.
- ◊ Implemented secure file transfer protocols and optimized user experience.
- ◊ Contributed to a fully remote Scrum team, collaborating across time zones.

SKILLS: Ruby, JavaScript, Ruby on Rails, Node.js, Electron.js, MongoDB, Redis.

### FULL STACK DEVELOPER at Fluxit

2015.03–2016.03

- ◊ Developed backend systems to manage complex internal client workflows.
- ◊ Applied Scrum practices to ensure predictable and efficient delivery.
- ◊ Contributed to the design and implementation of robust software solution.

SKILLS: Java, Javascript, Spring, SQL Server, JQuery, Scrum.

### FULL STACK DEVELOPER at Teardrop

2014.01–2015.03

- ◊ Designed and developed two mobile games using C# and Unity3D.
- ◊ Implemented core gameplay mechanics, including tap-and-hold movement.
- ◊ Built backend systems to support game features and data management.
- ◊ Applied OOP principles such as inheritance, polymorphism, and abstraction.

SKILLS: C#, Ruby, Unity3D, Ruby on Rails, Agile methodologies.

## EDUCATION

### COMPUTER SCIENCE. Universidad Nacional de La Plata.

2011–2019

- ◊ Thesis pending.

### PROGRAMMER ANALYST. Universidad Nacional de La Plata.

2011–2017

- ◊ Degree in Programmer Analyst.

## LANGUAGES

ENGLISH: B2 - Full professional proficiency.

SPANISH: Native proficiency.