

# 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.*