

# Federico Gratti

Full Stack Engineer

## 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 ENGINEER at OHZI Interactive** **2021.12–present**

- ◇ Designed and maintained production-ready Ruby on Rails APIs.
- ◇ Involved in robust interactive frontend development.
- ◇ Built automation tools that improved development workflows and efficiency.
- ◇ Implemented real-time communication between backend and frontend.
- ◇ Led dailies with clients, aligning technical execution with business needs.

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

**FRONTEND WEB DEVELOPER at OHZI Interactive** **2019.01–2021.12**

- ◇ Built an in-house JS framework focused on performant 3D web experiences.
- ◇ Implemented interactive 3D applications using modern frontend technologies.
- ◇ Partnered with designers to deliver intuitive user experiences.

**SKILLS:** JavaScript, TypeScript, REST APIs, Three.js, Git, Node.js, WebSocket.

**FULL STACK DEVELOPER at Weblinc Commerce** **2016.03–2019.02**

- ◇ Delivered 10+ e-commerce solutions using an internal framework.
- ◇ Built custom applications tailored to specific Shopify store requirements.
- ◇ Contributed to a fully remote Scrum team, collaborating across time zones.

**SKILLS:** Ruby, JavaScript, Ruby on Rails, MongoDB, Redis.

**JAVA SSR 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, Spring, Scrum, SQL Server, Git, Agile methodologies.

**GAME DEVELOPER at Teardrop** **2014.01–2015.12**

- ◇ Designed and developed Touch the Circle using C# and Unity3D.
- ◇ Implemented core gameplay mechanics, including tap-and-hold movement.
- ◇ Co-developed Foxy Fox, handling gameplay logic and asset integration.
- ◇ Applied OOP principles such as inheritance, polymorphism, and abstraction.

**SKILLS:** C#, Unity3D, Git, Agile methodologies.

## EDUCATION

**COMPUTER SCIENCE.** *Universidad Nacional de La Plata.* **2011–2018**

**PROGRAMMER ANALYST.** *Universidad Nacional de La Plata.* **2011–2017**