

Federico Gratti

Full Stack Developer

INFO

 20 September 1990
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ABOUT ME

Technology has always been more than a job for me. I genuinely enjoy building applications in my free time and exploring new technologies out of curiosity. I'm a responsible and proactive engineer with strong soft communication skills, and a constant drive to learn and improve.

INTERESTS

I want to work in a company that support continuous professional and personal growth. I'm motivated by being part of collaborative teams that embrace new technologies and encourage constant learning.

EXPERIENCE

SENIOR FULL STACK DEVELOPER at *OHZI Interactive* **2021.12–present**

- ◇ Developed production ready Ruby on Rails APIs for Interactive Experiences.
- ◇ Created automation tools to streamline development processes.
- ◇ Developed real-time communication between Backend and Frontend.
- ◇ Coordinated with team members and clients daily.
- ◇ Managed daily client interactions and business procedures at the company.
- ◇ Coordinated with employees to drive company growth and development.

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

SENIOR FRONT END DEVELOPER at *OHZI Interactive* **2019.01–2021.12**

- ◇ Created in-house JS framework to build performant 3D Web experiences.
- ◇ Developed 3D Web experiences using front-end skills.
- ◇ Collaborated with team to create intuitive and performant websites.

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

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

- ◇ Created 10+ e-commerce projects using in-house platform.
- ◇ Developed tailor-made apps for different Shopify stores.
- ◇ Worked with a remote team using Scrum methodology.

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

JAVA SSR DEVELOPER at *Fluxit* **2015.03–2016.03**

- ◇ Developed software for managing complex internal client workflows.
- ◇ Utilized Scrum methodology for agile development to ensure efficient delivery.
- ◇ Collaborated with team members to build a robust software solution.
- ◇ Enhanced problem-solving skills and gained expertise in Java development.

SKILLS: Java, Spring, Scrum, SQL Server, Git, Agile methodologies.

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

- ◇ Developed and designed the game Touch the Circle, using C# and Unity3D.
- ◇ Worked with a small team of developers.
- ◇ Implemented tap and hold feature for player movement in the game.
- ◇ Developed the mobile game Foxy Fox, using C#, Unity3D and Blender.
- ◇ Used many features of OOP, such as Herency, 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**