Federico Gratti

Full Stack Engineer

Info

- 20 September 1990
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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.

Front End 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**