

# 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