

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 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