

# 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 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 DEVELOPER at OHZI Interactive

**2019.01–present**

- ◊ Designed and maintained production-ready Ruby on Rails APIs.
- ◊ Built an in-house JS framework focused on performant 3D web experiences.
- ◊ Implemented real-time communication between backend and frontend.
- ◊ Involved in the development of robust interactive web applications.
- ◊ Built automation tools that improved development workflows and efficiency.
- ◊ Led dailies with clients, aligning technical execution with business needs.
- ◊ Partnered with designers to deliver intuitive user experiences.

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

### FULL STACK DEVELOPER at Weblinc Commerce

**2016.03–2019.01**

- ◊ Delivered 10+ e-commerce solutions using open source gems.
- ◊ Created custom applications tailored to specific Shopify store requirements.
- ◊ Built a backend system to interact and store data from a desktop application.
- ◊ Designed and Implemented tailor-made invoicing manager system.
- ◊ Contributed to a fully remote Scrum team, collaborating across time zones.

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

### FULL STACK DEVELOPER at Fluxit

**2015.03–2016.03**

- ◊ Designed and Built CRUD-heavy Rails monolith applications from scratch.
- ◊ 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: Ruby, JavaScript, Ruby on Rails, PostgreSQL, Heroku, Scrum.

### FULL STACK DEVELOPER at Teardrop

**2014.01–2015.03**

- ◊ Built backend systems to support game features and data management.
- ◊ Implemented core gameplay mechanics, including tap-and-hold movement.
- ◊ Applied OOP principles such as inheritance, polymorphism, and abstraction.

SKILLS: Ruby, JavaScript, Ruby on Rails, Agile methodologies.

## EDUCATION

### COMPUTER SCIENCE. Universidad Nacional de La Plata.

**2011–2019**

- ◊ Thesis near completion.

### PROGRAMMER ANALYST. Universidad Nacional de La Plata.

**2011–2017**

- ◊ Degree in Programmer Analyst.

## LANGUAGES

ENGLISH: B2 - Full professional proficiency.

SPANISH: Native proficiency.