Francisco Buchini

Frontend Developer

🏴 Argentinian & Italian

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🔗 Website

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Frontend Developer with +3 years of experience developing web applications using React.js and Vue.js. Specializing in creating intuitive interfaces and performance optimization, with a strong background in UX/UI and graphic design.

- **Skills:**

React.js | Vue.js | Three.js | Node.js | Express | JavaScript | TypeScript | Tailwind | Bootstrap | Pico | CSS | SASS | HTML | Cloud Hosting | Git | GitHub | GitLab | SQL | Adobe XD | Figma

- **Languages:**

Spanish | English | Portuguese | Italian

Professional Experience

Fullstack Developer, *Underwhat!?*
2025 – present | Madrid, Spain

E-commerce site for underwater hockey players.
- Full-stack dev with **React.js** and **Node.js**/**Express**, delivering core features: user dashboard, dynamic product catalog and fully automated email notifications.
- Implemented a RESTful API backed by a **LiteSQL** database.
- Improved performance in page load through code splitting, lazy loading and asset optimization.
- Created UX/UI design with **Figma**, ensuring fully responsive layouts and accessibility with **Tailwind CSS**.

Frontend Developer, *Rocketfin*
2024 | Copenhagen, Dinamarca

E-commerce site for a worldwide recognized fins brand.
- Implemented **Three.js**-based 3D interactive models with **React.js** boosting product engagement for personalization.
- Applied SEO best practices, image optimization, and performance tuning—improving Time to Interactive.
- Designed the interface in **Figma** and solely handled all frontend development, ensuring alignment with brand identity and technical specifications.

Frontend Developer, *Shula App*
2024 | Incline Village, United States

Management platform for sports clubs with 100+ registered teams.
- Took over a **Vue.js** project, focusing on performance, security, and UX/UI improvements.
- Developed and led the migration to **Pico CSS 2.0**, providing guidance on UX/UI enhancements.

UX/UI Designer, *Blokky App*
2024 | Incline Village, United States

Mobile game with 7,000+ users, available on AppStore & PlayStore.
- Hired to lead a full UX/UI redesign of both the mobile app and website, aiming to improve usability, visual appeal, and user flow with **Figma**.
- Introduced new functionalities to boost user engagement, retention and suggestions from the AppStore.
- Focused on delivering a fresh, modern look to support projected user growth and increased revenue.

Founder, UX/UI Designer, Product Manager, *Breo App*
2020 | Santa Fe, Argentina

Local delivery app connecting shops with nearby customers.
- Led the entire product development lifecycle, from ideation to deployment, ensuring robust functionality and seamless UX.
- Applied user-centric design principles to create an intuitive and visually appealing interface designed with **Figma**.