# FRANCO PICCIRILLI

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## **ABOUT**

Software engineer with a passion for creating elegant, user-centric products that merge technical excellence with thoughtful design. Currently focused on building innovative solutions in collaboration with a dynamic team, solving real-world problems through creativity and teamwork.

## **EDUCATION**

Information Systems Engineering | 2023 Universidad Tecnologica Nacional de La Plata

Bachelor in Social Sciences | 2008 - 2023

Nstra. Señora del Perpetuo Socorro

British English (B2+) | 2016-2023 Universidad Tecnologica Nacional de La Plata

**JavaScript** | 2021-2021 Coderhouse

# **PROJECTS**

## **Naftas - Fuel Prices and Statistics**

An intuitive app for tracking fuel prices, offering a seamless user experience without the need to check news updates. Focused on improving UX/UI design, with half of the app already built in Figma. Features include tracking monthly fuel expenses and monitoring price increases over time.

## **Delta - Subscription Payment System**

Made an MVP of this app in around 2 weeks. Made entirely in Figma, and it's built in NextJS, using Supabase as database. Designed for SaaS or enterprises, who needs a record or a tracking of their month suscriptions. The app makes the payment runway entirely automatic. The user can decide which payment accepts, including MercadoPago, Stripe, Lightning Network, etc.

## **TECH STACK**

Currently, in the professional sector, I'm building applications using a range of technologies, including Next.js, React, Tailwind CSS, Node.js, Supabase, MongoDB, MySQL, TypeScript, and JavaScript. Designing this apps includes other apps, as the Adobe Suite, including: Photoshop and Illustrator, including Figma.

In my free time, I'm exploring embedded programming, starting with C, and diving into hardware development. I'm eager to understand low-level systems and microcontroller programming, working on small projects to deepen my knowledge and improve my skills in creating efficient, real-time applications.