

# Marco Esu

Software Engineering Student | Full-Stack Developer

marcoesu.esu@outlook.it | marcoesu.esu@gmail.com | +39 348 2457381

LinkedIn: [linkedin.com/in/marco-esu](https://www.linkedin.com/in/marco-esu) | GitHub: [github.com/ghostmaruko](https://github.com/ghostmaruko)

Languages: Italian (Native), English (B1), German (B1)

---

## PROFESSIONAL EXPERIENCE

**Software Engineering Student** | CareerFoundry, Germany

06.2025 – Present

- Developed full-stack web applications using JavaScript, React, Node.js, REST APIs.
  - Applied software engineering best practices including testing, deployment, and version control.
- Gained hands-on experience with database integration, API consumption, and project management.

**Manual and Automated Testing Consultant** | Bit SPA, Italy

05.2023 – 07.2024

- Conducted functional testing for login, registration, password recovery, and profile management.
- Performed end-to-end validation and regional compliance testing (EMEA & NA).
- Maintained automated tests on web and mobile platforms using Selenium and Cucumber.
- Verified translations and UI consistency across environments.

**UX/UI Designer** | Bit SPA, Italy | 02.2023 – 05.2023

- Designed landing pages and internal project interfaces with focus on usability and accessibility.
- Collaborated with developers to implement interactive components.

### **XR/AR Developer Intern | Bit SPA, Italy | 12.2022 – 05.2023**

- Developed 3D applications in C# and Unity, focusing on game mechanics and performance.
- Received Angular training and applied knowledge to internal projects.

### **Virtual 3D Interactive Exhibition Developer / Interior Designer | Italy | 11.2021 – 05.2022**

- Created a virtual 3D museum to showcase artworks online.
- Designed interactive navigation, painting detail views, and descriptive metadata.

### **Freelance Graphic & Interior Designer | Italy | 2019 – 2021**

- Delivered graphic and interior design projects for small businesses.
- Coordinated prototypes and production for optimized cost and timing.

### **Graphic Designer | Ceramica Mediterranea, Italy | 2017 – 2019**

- Designed new tile lines, colors, and graphics aligned with market trends.
- Collaborated with R&D for prototyping and production refinement.

## **EDUCATION & CERTIFICATIONS**

- **Angular 13 + TypeScript** | Bit SPA | 04.2023 – 06.2023
- **Full-Stack Developer (FE/BE)** | Develhope | 06.2022 – 12.2022
- **Java Developer (FE/BE)** | IFOA Academy | 02.2022 – 05.2022
- **Google IT Support (Junior Specialization)** | Coursera | 10.2021 – 01.2022
- **Design Project for Children** | IED – Istituto Europeo Design | 2013 – 2016

## **TECHNICAL SKILLS**

- **Programming:** HTML5, CSS3, JavaScript, Java, C#
- **Frameworks & Libraries:** React, Angular, Unity
- **Testing:** Selenium, Cucumber, Gherkin
- **Tools & Design:** Jira, Figma, Adobe Suite

## SELECTED PROJECTS

- **Pokedex-app** – Responsive Pokédex built with HTML, CSS, vanilla JS, and PokéAPI.
- **MyFlix** – Full-stack movie app using React, Node.js, MongoDB, JWT authentication.
- **Portfolio Website** – Personal portfolio featuring interactive sections, sounds, and responsive design.