

Marco Esu

Junior Software Engineer | Frontend-Focused Full-Stack Development

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[LinkedIn](#) | [Github](#) | [Portfolio](#)

Professional summary

Junior Software Engineer with hands-on experience building full-stack web applications using JavaScript technologies. Experienced in both frontend and backend development, including React, Node.js, Express, REST APIs, authentication workflows, and data integration. Background in UX/UI and graphic design enables me to combine technical implementation with user-centered design principles.

Comfortable working in team environments with Git workflows, Agile methodologies, and collaborative development practices. Motivated to contribute across the full stack while continuing to strengthen backend and system design skills.

Technical Skills

- Languages: Python, Java, C#, JavaScript (ES6+)
- Frontend: React, Angular, HTML5, CSS3, Responsive Design
- Backend & APIs: Node.js, RESTful APIs, JWT Authentication
- Testing & QA: Selenium, Cucumber, Gherkin
- Tools & Design: Git, Jira, Figma, Adobe Creative Suite
- Game Development: Unity Engine (C# scripting)

Languages

Italian (Native) - English B1- German B1

Selected Projects

MyFlix – Full-Stack Movie App (React, Node.js, MongoDB, JWT) | 06/2025 – 07/2025 | [Github](#) | [Live Link Demo](#)

- Built a modern, user-friendly movie platform using React and Node.js, implementing JWT authentication, responsive UI with Bootstrap, and MongoDB integration for secure data storage, enabling users to browse, search, and manage favorite movies while improving usability and engagement.

Pokédex-App – Responsive Pokédex (HTML, CSS, JS, PokéAPI) | 03/2025 – 04/2025 | [Github](#) | [Live Link Demo](#)

- Developed a fully responsive Pokédex using vanilla JavaScript with dynamic API data fetching, implementing search and filtering functionality to enhance accessibility and user experience.

Professional Experience

Manual and Automated Testing Consultant | Bit SPA, Italy (on-site at Reply) | 05/2023 – 07/2024 | Client: BMW

- Conducted frontend-focused functional and end-to-end testing for login, registration, user deletion, email updates, and user profile features across EMEA and NA regions.
- Developed and maintained automated test scripts using Selenium and Cucumber targeting FE workflows, reducing manual testing time by 25%.
- Verified UI consistency, localization, and compliance across web and mobile platforms, improving global user experience and release stability.
- Collaborated closely with FE developers and product teams, providing feedback on new implementations and ensuring high-quality deliverables.

XR/AR Developer Intern (Unity, C#) | Bit SPA, Italy | 12/2022 – 05/2023

- Developed XR/3D applications using Unity and C#, focusing on performance optimization and interactive user experiences.
- Designed UX/UI prototypes in Figma for the XR project, creating landing pages and internal interfaces aligned with usability and accessibility principles.
- Collaborated with cross-functional teams to ensure visual consistency between the 3D application and its web presentation.

Design & 3D Development Experience | Italy | 2017 – 2022

- Developed a virtual 3D museum with interactive navigation systems to enhance digital accessibility and user engagement.
- Delivered graphic and interior design projects for small businesses, coordinating prototypes and production workflows.
- Designed product collections and visual assets aligned with market trends, collaborating with R&D teams to improve final outputs.

Educations & Certifications

- Software Engineering Program | CareerFoundry, Germany | 06/2025 – 02/2026
- 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