FACUNDO SACCA

Full Stack Developer and UX/UI Designer

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PROFESSIONAL SUMMARY

Experienced Full Stack Developer and UX/UI Designer with over 4 years specializing in web and app development. Proven track record in CI/CD, delivering large-scale solutions. Significant achievements include single-handedly re-developing the home page of <u>rednodo.com</u> and increasing performance by 46% in 1 month, and leading a web development team in website creation and management for several high-standard hotels like <u>azulhotelretreat.com</u> and <u>nomadlivingcr.com</u>. I'm a very fast learner and can adapt with ease to new situations. My previous coworkers could say I'm good to work in a cross-functional team. I like big challenges and love problem-solving with both software and hardware.

RELEVANT EXPERIENCE

Head Systems Engineer and Project Manager - ClickAss Hotel & Tourism Marketing

2024 - Present

- Reduced processing time and improved website performance (+35% avg.) and SEO (+45% avg.) for 20+ hotels which led to better engagement and +4 avg. minutes spent by customers, increasing bookings by up to 60%.
- Integrated AI systems and trained AI chat-bots to improve customer's experience for multiple hotel websites, which also elevated ratings by 0.7.
- Integrated APIs regarding E-commerce transactions, currency, maps, external reservation widgets, etc. to make booking as easy and comfortable as possible and therefore increasing revenue.
- · Led a team into designing strategies to extend our network through ads and SEM and had a prominent role in decision-making.
- · Detected and solved more than 200 critical software bugs while providing technical support.
- Wrote clean, maintainable, scalable, and tested complex code for 5+ applications following Agile product development methodologies.

Semi Senior Developer - Rednodo Digital Marketing

2022 - 2024

- Developed and coded all the emails and form web pages for several webinar events for <u>Current Lighting</u>, along with automated email distribution lists to potential customers through HubSpot which led to 15% increased sales.
- Identified an error in the HubSpot forms creator which had a negative impact in thousands of users globally and suggested the solution which led to them finally correcting it and saving time for my organization (in addition to other thousands).
- Integrated data automation systems saving up to 4k a year and also team's time, reducing boring tasks.
- Trained my own boss into HTML improving team understanding of the daily problematics.
- Improved functionality, re-styled, made responsive adjustments, fixed errors and did unit testing boosting code quality for multiple websites in both mobile and desktop.

IT Manager - Sacca Real Estate

2021 - 2022

- · Boosted security with high quality systems and eliminated vulnerabilities, gaining more trust from stakeholders.
- Collaborated with stakeholders in translating business requirements into actionable software solutions, enhancing project success rates.
- Mentored junior developers, fostering a culture of continuos learning and improvement within the team.

EDUCATION

University of Buenos Aires (UBA)

2021 - Present

2018 - 2020

Information Systems Bachelor Degree.

ORT technical high school

Bachelor in Computer Science, specialization in Technology, Information and Communications.

PROJECTS

- AI PLAY: An app made with the objective to help the user pick the next movie, tv show, videogame or book he should go for next based on his preferences. It was developed in Python and C++.
- <u>Safe Environment</u>: A device with several sensors capable of detecting anomalies like harmful gases in the environment, with a LED light and an alarm that would go off in case of an emergency, with internet connection and it's own website to check the information from anywhere.
- Tuki-Technology: A consulting project developed to boost company's growth with IT services.
- RapApp: A mobile app designed to train freestyle rap with several modes to challenge brain velocity. Developed in React Native and designed in Figma.
- CombaTIC: A 2D pixel art shoot-em-up videogame with innovative mechanics developed in Unreal Engine 4 (first version was made in Unity).

TECHNICAL SKILLS

Advanced: PHP - HTML - CSS & SCSS - WordPress - Email marketing and coding - HubSpot Marketing Hub - Agile/Scrum - APIs Intermediate: Python - Javascript - Typescript - C++ - C# - SQL & MySQL - React - Angular - Laravel - Zapier - AWS Basic: Autodesk 3DS Max - Arduino

LANGUAGES

Spanish (Native) - English (Advanced) - Hebrew (Basic)

INTERESTS

Calisthenics; Football; Economy; Science; Gaming; Cinema; The Office