

Facundo Martin

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SUMMARY

Product-minded software engineer with a craftsman's approach to building delightful user experiences. Loves the challenge of turning prototypes into robust, user-centric products. Thrives in zero-to-one environments.

WORK EXPERIENCE

TIL (Venture-backed EdTech Startup)

Lead Engineer Nov 2024 – Present

- Rearchitected search interface matching TikTok's UX through caching optimizations, achieving near-zero latency.
- Overhauled server-side error handling for async APIs, cutting bug triage time significantly.
- Fixed critical scheduling system bugs, reducing downtime-related bugs by 35%.

Founding Engineer

Mar 2023 – Nov 2024

- Built a live classroom platform (Daily.co/WebRTC) enabling real-time video lessons and student-teacher interaction.
- Led the migration to Next.js App Router, implementing advanced caching strategies to optimize on-site performance.
- Aggregated data from multiple sources to generate 3,000+ programmatic pages, increasing organic traffic by 40%.
- Built a centralized teacher dashboard for class management and streamlined onboarding.

TEXT2ORDER

Founding Engineer

Nov 2022 – March 2023

- Spearheaded Admin Dashboard (React/Redux/GraphQL), enabling venues to manage food delivery for sports fans.
- Collaborated with CEOs/CTOs to translate business needs into features, bridging design and engineering.
- Played dual roles as team lead and developer in a fast-paced startup, shipping critical updates weekly.
- Architected high-performance UI with Tailwind CSS, delivering a visually polished and responsive interface.

SPUME

Founding Engineer

Apr 2022 – Nov 2022

- Delivered MVP in 4 months with Next.js, achieving SEO-friendly and scalable performance.
- Integrated blockchain transactions (buy/sell/bid/mint) via smart contracts and web3 technologies.
- Built responsive UI components from wireframes using Tailwind CSS, ensuring design consistency.
- Worked in a 4-person team to rapidly prototype and test features in agile sprints.

EDUCATION

SELF-TAUGHT SOFTWARE ENGINEERING

Aug 2021 - Present

- Mastered frontend fundamentals through The Odin Project bootcamp (self-paced).
- Built production-grade applications via advanced React/Next.js coursework.
- Currently expanding into Rust and systems programming.

UNIVERSITY OF BUENOS AIRES

Mar 2016 - Dec 2019

- Pursued Engineering degree (3 years) before transitioning to software development.

SKILLS

Languages: TypeScript, JavaScript, HTML/CSS, Python, Rust

Frameworks: Next.js, React, Node.js, Tailwind CSS, Shadcn/ui

Tools: Git, Linear, Slack, VSCode, Agile/Scrum, MySQL

INTERESTS

Currently expanding my toolkit beyond frontend frameworks with Rust and systems programming.

When not coding, you'll find me on the tennis court, delving into home design, or walking my black Labrador Retriever.