

EMANUEL CABRAL

FULL STACK DEVELOPER

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PROFESSIONAL SUMMARY

Experienced in developing and maintaining web applications in production environments. Passionate about building clean, maintainable solutions, collaborating in teams, and participating in projects focused on both technical excellence and solving real product problems.

PROFESSIONAL EXPERIENCE

Full Stack Developer · [ForIT Software Factory](#) Jan. 2026-Present

- Worked on the development and maintenance of the wholesale e-commerce platform ZLE Store in production, enhancing the existing codebase, optimizing the administration panel, and fixing critical system bugs.
- **Stack:** React 18+ Vite/ Node.js + Express + MySQL Monorepo Architecture (Yarn Workspaces).
- Refactored backend services by eliminating N+1 queries and optimizing SQL exclusions, significantly reducing loading times in the branch management panel.
- Designed and implemented migration scripts to import products, warehouses, and stock from legacy WordPress XML files (WXR format), covering over 2,000 products.
- Developed real-time inventory features, including stock alerts, local replenishment, and automatic deduction for bulk sales, integrating responsive components with loading states and data validation.
- Increased test coverage using Vitest by creating render utilities for React components with providers, API/authentication service mocks, and unit tests for cryptographic functions and controllers.

PROJECTS

El Jardín de las Respuestas · [Backend Developer](#) Mar. 2025-Nov. 2025.

- Designed and implemented a REST API with NestJS and PostgreSQL (Prisma ORM) for a digital educational platform about Comprehensive Sexuality Education (ESI), covering authentication, user management, educational content, and a forum system.
- Developed 13 REST endpoints from end to end for centralized business logic.
- **Stack:** NestJS, PostgreSQL, Prisma ORM, JWT, React.
- **Links:** jardinrespuestas.netlify.app · [GitHub Repository](#)

TickPanic · [Full Stack Developer](#) May 2026

- Developed a real-time multiplayer game with a timer utilizing WebSockets and TDD.
- Completely decoupled the domain logic from the network and persistence layers by applying Clean Architecture, backing the system with over 280 tests.
- **Stack:** TypeScript, Fastify, Socket.io, React, Prisma.
- **Links:** tick-panic.vercel.app · [GitHub Repository](#)

EDUCATION

B.S. in Computer Science · [University of Buenos Aires](#) Mar. 2022-Present

Full Stack Programming Course · [IntegrarTEC](#) Mar. 2025-Nov. 2025.

TECHNICAL SKILLS

Languages:	JavaScript, TypeScript, Python
Frontend:	HTML, CSS, React, Next.js, Astro, Tailwind, Material UI
Backend:	Express, NestJS, WebSockets, JWT
Databases:	PostgreSQL, SQLite, Prisma ORM
Tools:	Vitest, Git, Docker, CI/CD (GitHub Actions), Bash

LANGUAGES

English:	B2 First Certificate (Cambridge)
Spanish:	Native