

Facundo Olesen

+54 9 2494 608099 | facundoolesen@gmail.com | [Website](#) | [LinkedIn](#) | [GitHub](#) | 10/25/2001 | Buenos Aires, Argentina

Education

Bachelor in Software Development. GPA: 8.5/10

Apr. 2021 - Dec. 2024

UNICEN - Tandil, Argentina.

Courses: Data Structures & Algorithms, OOP, Web Applications, UX/UI, Databases, Agile Methodologies, Computational Mathematics, Web Architecture, Testing and Documentation, Computer networks.

Computer Science

Apr. 2025 - Dec. 2030

UBA - Buenos Aires, Argentina.

Experience

EDSA

Aug 2024 – Dec 2024

Software Developer Intern

RPA Development

- Developed and deployed **UiPath** bots to **automate** the generation of product reports from e-commerce sites.
- Designed automation **workflows** for **web scraping**, data processing, and **Excel integration**, ensuring high accuracy and reusability.

Projects

Scooter Rental Managemet System – [GitHub](#)

Jan 2024 – Mar 2024

- Engineered a microservices-based back-end application for urban scooter rentals, designing a scalable and fault-tolerant architecture.
- Established data persistence using **Hibernate**, **JPA**, and **MySQL**, efficiently handling rental transactions and user data.
- Enhanced system resilience and performance by integrating key **design patterns** including **Service Registry/Discovery (Eureka)**, **Load Balancing**, **Circuit Breaker**, and an **API Gateway**.
- Secured** the application by implementing a **JWT**-based **authentication/authorization** system and **encrypting** sensitive user data with **SHA-256**.

4 in a row games Website – [Website](#)

Sep 2024 – Dec 2023

- Built an **interactive web** game from scratch using vanilla **JavaScript**, **HTML5 Canvas**, and **CSS3**, focusing on front-end architecture and performance.
- Engineered a highly configurable game engine capable of handling **dynamic board sizes** (4x4 to NxN) and winning conditions (4, 5, 6, or N in a row).
- Developed and optimized the core **game logic**, including efficient win-condition **detection algorithms** and robust turn-state management.
- Project aimed at improving **Front-End web development** and **algorithmic problem-solving skills**.

Personal Portfolio – [Website](#)

Apr 2023 – May 2023

- Designed and developed a **fully responsive portfolio website** from mockup to deployment to showcase projects and professional skills.
- Created wireframes and high-fidelity prototypes in **Figma**, applying **UX/UI** principles to ensure an intuitive and modern user experience.
- Implemented a contact form that **automatically logs submissions** to an Excel sheet for efficient lead management.

Skills

Programming Skills: JAVA, Spring Boot, Spring Cloud JavaScript, PHP, SQL, PostgreSQL.

Others: Git, JPA, Hibernate, Maven, Microservices, MVC, Design Patterns, SOLID, HTML, CSS/Bootstrap, Figma, UX/UI, RPA, UiPath, SCRUM, UML, Apache, Postman, bases of React, Wireshark, Stored Procedures, PL/PgSQL, JUnit, TestNG.

Languages: Spanish, English.