Marco Esu
Front-End Developer

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Linkedin | Portfolio | Github

Professional Summary

Junior Front-End Developer with hands-on experience building web applications using React, Node.js, and REST APIs. Skilled in developing responsive user interfaces, implementing authentication workflows, and integrating backend services. Background in UX/UI and graphic design, combining technical implementation with user-centered design principles.

Technical Skills

- **Programming Languages:** Java, C#, JavaScript (ES6+)
- **Frontend Development:** 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)

Selected Projects

MyFlix – Full-Stack Movie App (React, Node.js, MongoDB, JWT)

06/2025 – 07/2025 | Github | Live Link Demo

- **Challenge:** Create a modern, user-friendly movie platform for browsing and managing films.
- **Action:** Built a full-stack React application with a Node.js backend, implemented JWT authentication, designed a responsive UI using Bootstrap, and integrated MongoDB for secure data storage.
- **Result:** Enabled users to browse, search, and manage favorite movies through secure authentication, improving usability and overall user engagement.

Pokédex-App – Responsive Pokédex (HTML, CSS, JS, PokéAPI)

03/2025 – 04/2025

- Developed a fully responsive Pokédex application using vanilla JavaScript and dynamic API data fetching.
- Implemented search and filtering functionality, improving accessibility and user experience.

Portfolio Website

- Designed and developed a personal interactive portfolio featuring animations, sound elements, and responsive layouts.
- Showcased projects and technical skills to increase professional visibility for potential employers.

Professional Experience

Manual and Automated Testing Consultant | Bit SPA, Italy
05/2023 – 07/2024

- Conducted functional and end-to-end testing for authentication and profile management features, ensuring compliance across EMEA and NA regions.
- Maintained and improved automated test scripts using Selenium and Cucumber, reducing manual testing time by 25%.
- Verified translations and UI consistency across web and mobile platforms, enhancing global user experience and release stability.

UX/UI Designer | Bit SPA, Italy
02/2023 – 05/2023

- Designed landing pages and internal interfaces with a strong focus on usability and accessibility standards.
- Collaborated closely with developers to implement interactive components, improving workflow efficiency and user interaction quality.

XR/AR Developer Intern | Bit SPA, Italy
12/2022 – 05/2023

- Developed 3D applications using Unity and C#, optimizing game mechanics and application performance.
- Applied Angular knowledge to internal web projects, supporting improved frontend functionality integration.

Virtual 3D Interactive Exhibition Developer / Interior Designer | Italy
11/2021 – 05/2022

- Developed a virtual 3D museum to showcase artworks online.
- Designed interactive navigation systems and detailed metadata views, increasing digital engagement and accessibility.

Freelance Graphic & Interior Designer | Italy
2019 – 2021

- Delivered graphic and interior design projects for small businesses.
- Coordinated prototypes and production processes, optimizing cost efficiency and delivery timelines..

Graphic Designer | Ceramica Mediterranea, Italy
2017 – 2019

- Designed new tile collections, color variations, and graphics aligned with market trends.
- Collaborated with R&D teams to refine prototypes and improve production outcomes.

Education & Certifications

- **Software Engineering Program | CareerFoundry (Germay)** | 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

Languages

Italian (Native)
English (B1)
German (B1)