

Victor Hugo Marcias

Fullstack / AI Engineer

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- *Argentina / EU Citizen (Italy)*
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About me

I'm a very pragmatic, collaborative and proactive person. I consider myself fun to work with. I have worked across very dynamic teams in both tech stacks and nationalities across my career. I also have worked remotely and on-site, both in my home country, and abroad for almost four years.

Interests

I'm always interested in a good collaboration with talented people to improve efficiency and lead or enhance the Software Development process for organizations and products that make life easier.

I'm also very passionate about music, science, finance, and languages. My favorite instrument is the drums.

Experience

Fullstack Developer

Nov 2024 – Present | USA, Remote

Majestyk Apps

- Designed and implemented architectural solutions for clients across the globe.
- Enhanced and optimized features, performance, and testability across projects of different scales, including the Care.com platform.
- Built AI-powered integrations and workflow automations using n8n and modern development tools.

Tech: Python, FastAPI, React, n8n, Javascript, Typescript, Docker, CI/CD

Fullstack Developer

Jan 2022 – Oct 2024 | USA, Remote

Foxbox Digital

- Implemented Clean Architecture across multiple client projects, including Rain.bh and Hilti Group.
- Designed and implemented Unit and UI testing strategies, improving code reliability and maintainability.
- Delivered scalable architectures designed to support future feature expansion.
- Worked in small and large cross-functional Agile teams, collaborating closely with Design, Product, and QA.

Tech: React, Javascript, Typescript, CI/CD

iOS Developer

Jan 2021 – Dec 2021 | Argentina, Hybrid

Nov 2016 – Nov 2019 | Sweden, On-Site

Aug 2015 – Nov 2016 | Malta, On-Site

Mar 2013 – Jul 2015 | Argentina, On-Site

- Delivered iOS features and led initiatives across fintech, gaming and other products used by up to millions of users (such as *Trivia Crack* or *Quizduell*).
- Consistently reduced technical debt and modernized legacy codebases as teams migrated to the latest Swift architecture trends.

Tech: Swift, SwiftUI, Objective-C, MVC, MVVM, React, REST, GraphQL

Education

Game Development (Associate's Degree, completed)

2005 – 2009 – Image Campus Institute

Languages

- **Spanish – Native**
- **English – Professional Proficiency (C1)**
- **Italian – Intermediate Proficiency (B1)**
- Others: French and Swedish – Basic Proficiency