



Edwin Victor Franco

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TECHNICAL SYSTEMS BUILDER | FULL-STACK DEVELOPER | OPERATIONS & AUTOMATION SPECIALIST

Systems-focused builder with proven experience designing and implementing full-stack applications, embedded hardware systems, and operational infrastructure that reduce costs, increase efficiency, and scale real-world processes. Combines development, IT, and business operations expertise to deliver end-to-end solutions from concept to deployment.

CORE SKILLS

Development & Systems: JavaScript, HTML/CSS, Firebase, JSON, Git/GitHub, SQL, Systems Design, Workflow Automation, ESP32, Arduino, Embedded Systems, Hardware Integration

IT & Infrastructure: Network Troubleshooting, VoIP/PBX, IT Infrastructure, Systems Integration

Design & Product: UI/UX Design, Photoshop, Canva, Procreate

Data & QA: Data Analysis, Quality Assurance

AI & Automation: AI-assisted development, prompt engineering, workflow acceleration

PROFESSIONAL EXPERIENCE

European American Association – Operations / Systems / HR Lead

2011 – 2016, 2018 – 2025

- Built HR department and HRIS system from scratch
- Reduced document processing costs by ~80%
- Avoided ~\$30K in infrastructure costs via IT solutions
- Developed internal applications reducing workload by ~65%
- Implemented remote work systems maintaining 90–98% operations
- Created online training systems eliminating in-person costs
- Built internal auditing framework for real-time metrics

Additional Experience: Prior roles in administration, operations, and technical support (details available upon request)

PROJECTS

Spellgather LLC – Full-Stack Platform (Founder / Developer)

- Designed and developed full-stack web platform
- Implemented real-time systems using Firebase
- Built scalable user interaction and trading systems
- Leveraged AI-assisted development tools to accelerate feature development, debugging, and system design
- Live: www.spellgather.com | GitHub: github.com/evictme

Scribex – Embedded Hardware System (Spellgather LLC)

- Built custom ESP32-based device with e-ink UI
- Developed firmware and interaction logic
- Integrated hardware inputs and display systems
- Utilized AI-supported workflows for firmware iteration, UI logic refinement, and system troubleshooting
- Designed a tactile, real-world interaction model bridging physical hardware and digital state tracking
- Project: www.spellgather.com/scribex