

# MIGUEL RIVAS

## FRONTEND DEVELOPER

### CONTACT

#### LOCATION

Spokane, WA

#### EMAIL

miguelrivas57@proton.me

#### CELL-PHONE

202-983-0839

#### WEBSITE

jmiguelrivas.github.io

#### GITHUB

jmiguelrivas

#### LINKEDIN

jemiguelrivas

### SKILLS

- HTML
- CSS/SCSS/UnoCSS
- Javascript
- Vue2/Vue3
- React
- Redux
- Vitest
- Web Components
- Storybook
- Git

### EXPERIENCE

#### ○ TEAMUP (2022)

##### FRONTEND DEVELOPER

- Developed elegant, responsive user interfaces utilizing modern frontend technologies, including Vue3 and UnoCSS, to deliver seamless user experiences.
- Consuming a RESTful API with frontend components.
- Contributed to the creation of a UI frontend library used across the organization, promoting consistency and reusability in design and development.
- Performed comprehensive component testing and validation using Storybook and Vitest, achieving high reliability and consistency across features.
- Collaborated cross-functionally with Product Managers, UX Designers, and backend developers to simplify and enhance the user experience for non-technical audiences.

#### ○ ENOVATIONAL (2018)

##### FRONTEND DEVELOPER

- Developed government applications using HTML/Slim, SCSS, Bootstrap, and jQuery/Vue2 within a Ruby on Rails environment with Webpack.
- Ensured adherence to coding standards and extended applications as per project complexity and frameworks.
- Creation of a UI frontend library used across the organization, promoting consistency and reusability in design and development.
- Worked closely with UI/UX Designers, Full Stack Developers, Project Managers, QA Testers, and Business Analysts to enhance usability.

#### ○ PIXEL PERFECT TREE (2016)

##### FRONTEND DEVELOPER

- Designed and developed applications with Haml, SCSS, Bootstrap, and jQuery/React on Ruby on Rails with Webpack.
- Collaborated with Full Stack Developers and Project Managers to improve usability.

#### ○ CAPITAL (2014)

##### FRONTEND DEVELOPER

- Developed applications with Pug, SCSS, and jQuery on PHP environment with GruntJS.
- Created wireframes and user flows using Adobe Illustrator.
- Collaborated with Backend Developers, Designers, and Project Managers to enhance usability.
- Animated ad banners and created motion graphics for social media using Adobe Flash.

#### ○ ITLA (2009)

##### ASOCIATES OF ART, MULTIMEDIA

- Specialized in Website Creation, Flash Animation with Action Script, Digital Illustration, Visual Communication, Bitmap Graphics, Vector Graphics, Desktop Publishing, and Digital Video.