

MIGUEL RIVAS

FRONTEND DEVELOPER

SUMMARY

Frontend Developer with 10+ years of experience building modern, performant web apps using Vue, React, and native Web Components. Strong background in UI systems, testing, and cross-team collaboration.

CONTACT

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SKILLS

HTML5

SVG

PUG

CSS3

SCSS

UNOCSS

TAILWIND

BOOTSTRAP

JAVASCRIPT

NODEJS

REDUX

VITEST

STORYBOOK

GIT

VUE

REACT

WEB COMPONENTS

EXPERIENCE

FRONTEND DEVELOPER - TEAMUP | 2022

- Developed elegant, responsive user interfaces utilizing modern frontend technologies, including Vue3 and UnoCSS, to deliver seamless user experiences.
- Integrated RESTful APIs using Vue 3 components to fetch and display dynamic data.
- 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.

FRONTEND DEVELOPER - ENOVATIONAL | 2018

- 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.

FRONTEND DEVELOPER - PIXEL PERFECT TREE | 2016

- Designed and developed applications with Haml, SCSS, Bootstrap, and jQuery/React on Ruby on Rails with Webpack.

EDUCATION

ASOCIATES OF ART, MULTIMEDIA - ITLA | 2009

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

PROJECTS

CREATOR/MAINTAINER - LOM DB | 2024

<https://lomdb.github.io>

- An interactive visual archive tracking all known server merges and top player data across regions in Legend of Mushrooms, built for clarity and community insight.
- Developed using native Web Components to ensure modularity, framework-agnostic integration, and encapsulated behavior.
- Implemented animated SVG illustrations and visualizations to represent server merges, player rankings, and other dynamic data.
- Leveraged Three.js for 3D visual elements and interactive, engaging UI experiences.
- Built a custom task manager using Node.js to handle data aggregation, processing, and visualization generation.