# 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 · PUG · CSS3 · SCSS · UNOCSS · BOOTSTRAP · TAILWIND · 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 - NANO GRID | 2021

https://nano-grid.github.io

- A lightweight UI library of custom elements designed for framework-agnostic integration. Built with modern CSS standards and intended for maximum flexibility across multiple projects, including jmiguelrivas.github.io, lomdb.github.io, and Storybook documentation.
- Leveraged modern CSS features such as nesting, variables, and logical properties to streamline structure and responsiveness.
- Preparing for integration of upcoming features like :attr(), CSS mixins, and custom functions as browser support stabilizes.
- Structured for portability and minimal runtime overhead by avoiding framework lock-in and redundant styling.
- Continuously iterating based on evolving CSS specs and browser support.