Rafael López Dorado
Senior Frontend UI & Designer

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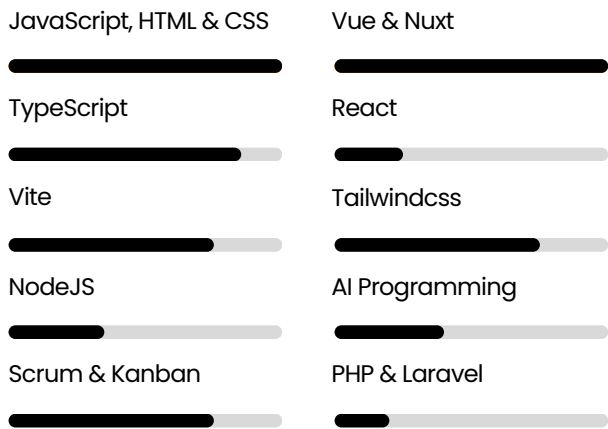🌐 rldorado.github.io   </> github.com/rldorado

About me

I'm a Senior Frontend Engineer with 8+ years in web development. I specialize in building responsive, scalable web interfaces using modern JS frameworks. My skills include component-based UIs, performance-optimized architectures, and enhancing user engagement with A/B testing, animation, and interaction design. I've led projects in e-commerce, SaaS, and EdTech, both as an employee and a contributor.

With a background in game development and UI design, I create functional and delightful interfaces. I excel in remote, cross-functional teams, offering coding expertise, architecture insights, and process improvements.

Skills

JavaScript, HTML & CSS

Vue & Nuxt

TypeScript

React

Vite

Tailwindcss

NodeJS

AI Programming

Scrum & Kanban

PHP & Laravel

Education

(2014) Master on Production Multiplatform Videogames

Univerisdad de Alcalá de Henares   *Madrid, Spain*

Videogame creation, coordination, design and marketing. From conception until its sale in stores.
- Academic formation provided in cooperation with Electronic Arts.
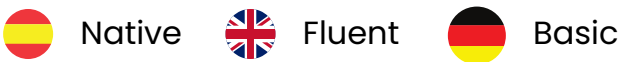- Game released "Adam" was rewarded as "most innovator game of 2014" by Sony Entertainment of Spain.

(2010 –2011) Informathik Master-Bachellor

Philipps Universität   *Marburg, Germany*

(2008 –2014) Bachelor in Computer Science

Universidad Complutense de Madrid   *Madrid, Spain*

Languages

🇪🇸 Native   🇬🇧 Fluent   🇩🇪 Basic

Experience

Senior Frontend Engineer [B2B]

Docplanner   May 2025 - August 2025   Poland (Remote)

Build and deliver a Chrome Extension to increase freemium users engagement to Docplanner's ecosystem.
- Design and implement with Vue+Vite closely aligned with the design team through Figma.
- Google API integration to support internal workflow automation.

Senior Frontend Engineer

Sanoma   Aug 2024 - April 2025   Spain (Hybrid)

Building a wrapper app and micro-frontends material lectures within saas a new educational platform in public schools.
- Old platform TMS maintenance (Laravel & Vue 2)
- Web components (w/Vue 3 + TypeScript)
- Tests integration with Vitest.

Senior Frontend Engineer

Refurbed   Feb 2022 - Dec 2023   Europe (Remote)

Engineered the front-end Vue SPA+CSR architecture for the checkout & payments e-commerce platform.
- Leading to an increase of ~12% in user engagement by integrating A/B tests.
- Unit testing with Jest, E2E with Cypress.
- Coleading front-end Vue architecture of admin and merchants platform.

Frontend Engineer

Mimacom   Mar 2020 - Sep 2021   Spain (Remote)

Developing Vue plugins and defining architecture over front-end apps within Swiss companies.
- Creating complex charts with D3.JS
- Migrate Vue Options-API to Composite-API

Frontend Engineer & Designer

FON   *Apr 2015 - Sep 2019*   *Madrid, Spain*

Designing, developing and keeping customized web components made in Angular for our clients (JCDecaux, Vodafone, and Verizon).

- Increase revenue by providing ad-hoc solutions (i.e. widgets) and Captive Portals.

Programmer

CIBER   *Apr 2015 - Apr 2016*   *Madrid, Spain*

In this role, I led a front-end web app development for a sales forecasting project, coordinating other developers and using Javascript (JQuery), Bootstrap, JSP (JavaServer Pages), HTML, CSS, and Java (Struts).

Freelance Game Developer

<None>   *Jul 2014 - Apr 2015*   *Madrid, Spain*

Worked on some game projects (Sony, EA) and gave talks at schools about Unity3D. Notable projects:

- A Memory (project manager, on collaboration with BADLanD Games)
- Adam (game developer, awarded on PlayStation Awards 2014 as most innovator game by Sony
- Entertainment)
- NWNDragonlance (creation & administration of multiplayer roleplaying game)

Use of Unity3D, GameMaker, C#, C++ and Audacity (Sound)

Java Software Developer (Intern)

ISBAN   *Dec 2012 - Jun 2014*   *Madrid, Spain*

Java framework developments based on Liferay and Eclipse plug-in webapp for statistics.

Certificates

GitHub Copilot Beginner to Pro
Udemy Business   *Jan 2025*

UX Strategy Fundamentals
Udemy Business   *Dec 2024*

JavaScript Essential Training
Linkedin Learning   *May 2024*

How to manage a Remote Team
Gitlab   *Sep 2022*

Vue JS 2 - The Complete Guide (incl. Vue Router & Vuex
Udemy   *Jun 2019*

Accelerating Through Angular 2
Code School   *Nov 2016*

Gamification
University of Pennsylvania   *Dec 2015*

Hobbies

- Playing and designing tabletop roleplaying games (Dungeons & Dragons)
- Dance (specially Tango).
- AI.
- Podcasting.
- Hiking and be in contact with nature.

References

Upon request.

THANK YOU!