

Rafael López Dorado

Senior Frontend & Designer

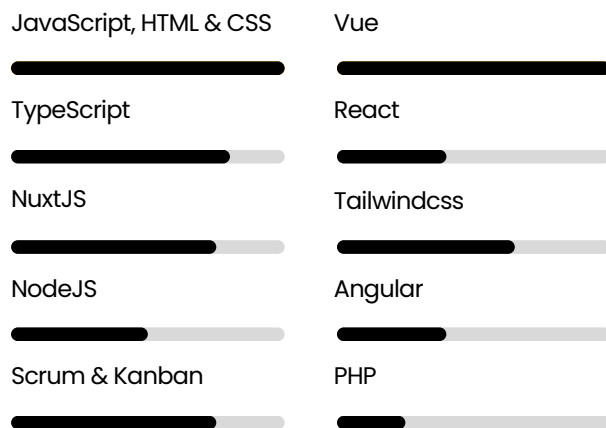


About me

Over 7 years of experience in Frontend development specializing in deliver robust UI and scalable web applications.

Acquired proficiency in HTML, CSS, JavaScript, and diverse frameworks such as Vue. Currently, I am seeking for Senior Frontend Engineer or UI Engineer positions to contribute my expertise towards advancing and refining state-of-the-art software solutions.

Skills



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-Bachelor

Philipps Universität Marburg, Germany

(2008 -2014) Bachelor in Computer Science

Universidad Complutense de Madrid Madrid, Spain

Experience

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 Software Engineer

Scoro Oct 2021 - Jan 2022 Tallin, Estonia

Developing Vue & Nuxt financial modules over SSR dynamic interface within Scoro platform.

- Doing API integrations with GraphQL, PHP and TypeScript.
- Code testing with testing-library.

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
- Involved using agile (Scrum) methodologies to develop high-quality, user-friendly apps.

Frontend Engineer & Designer

FON Apr 2016 - 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

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)

Dec 2012 – Jun 2014 Madrid, Spain

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

Languages

 Native

 Fluent

 Basic

Certificates

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.
- Dance (specially Tango).
- AI.
- Video edition.
- Hiking and be in contact with nature.

References

Upon request.

THANK YOU!