

Rafael López Dorado

Senior Frontend UI & Designer



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in/rldorado



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About me

Senior Frontend Engineer with 8+ years of experience designing and building scalable, performant web applications. Specializes in component-based architectures using modern JavaScript frameworks (Vue, React), TypeScript, and UI/UX best practices. Known for delivering high-quality code in fast-paced environments and collaborating seamlessly with cross-functional, remote teams.

Background in game development and product design, adding a creative edge to frontend execution. Experience across SaaS, eCommerce and EdTech platforms.

Skills

TypeScript + JavaScript



Vue 3 + Nuxt



Product oriented



Frontend arquitecture



Testing



Web Components



UX + Design (Figma)



AI Frontend



Scrum + Kanban



PHP + Laravel



Education

(2014) Master on Production Multiplatform Videogames

Universidad de Alcalá de Henares Madrid, Spain

Tech: C# · Game Design · Unity 3D · JavaScript · Marketing online

(2010 - 2011) Informatik Master-Bachelor

Philipps Universität Marburg, Germany

(2008 - 2014) Bachelor in Computer Science

Universidad Complutense de Madrid Madrid, Spain

Languages



Native



Fluent



Basic

Experience

Senior Frontend Engineer [Freelance]

Docplanner, Others

April 2025 - Present Poland (Remote)

- Chrome Extension integration into Docplanner's internal ecosystem to increase freemium users engagement.
- Work closely with Design team (via Figma) in Agile environment.
- Wrote modular, scalable code in Vue 3 and TypeScript while adapting to changing product needs.
- Contribution during the early product definition phase, navigating complex architecture.

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

- Developed award-winning indie games using Unity3D. Notable project: "Adam", awarded "Most Innovative Game" by Sony PlayStation Spain (2014).
- Delivered lectures on Unity and game production in educational institutions.

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!