

About me

Senior Frontend Engineer with 8+ years of experience building and maintaining modern web applications in production environments. Strong background in frontend architecture, UI/UX, performance, and testing, with a pragmatic approach to scalable and maintainable solutions. Experienced working closely with backend teams, APIs, authentication systems, and complex systems in long-term projects.

Skills

TypeScript / JavaScript	Vue / Nuxt / React
State management	Testing (Jest / Vitest)
APIs / Integrations	Web Components
Design Systems	HTML5 / CSS3 / SCSS
NodeJS	PHP + Laravel

Education

- (2014) MA Videogame Production**


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


Univerisdad de Alcalá de Henares Madrid, Spain
- (2010 -2011) Informatihk 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 (+Lead)

Vue · TypeScript · Web Components · Vitest

Sanoma August 2024 - April 2025 Spain (Hybrid)

- Only Senior in a FE team; drove mentoring, reviews and FE best practices.
- Led frontend architecture based on micro-frontends using Vue, Composition API, TS and Web Components.
- Support legacy platform operations by maintaining and updating codebases using Laravel and Vue 2, ensuring stability and smooth integration with new systems.
- Established coding standards, testing strategy, and component documentation.

Senior Frontend Engineer

Vue · Nuxt · TypeScript · Jest · A/B Testing

Refurbed February 2022 - July 2024 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.

Senior Frontend Engineer | Freelance

Vue · TypeScript · Chrome Extensions · Figma

Docplanner & Others April 2025 - Present Poland (Remote)

- Developed and maintained complex frontend features using TypeScript, integrating with Node.js services within larger business ecosystems.
- Modular, scalable code aligned with evolving SaaS product requirements.
- Work closely with product/design to define UI/UX flows.

Frontend Engineer

Vue 2 · JavaScript · D3 · Composition API

Mimacom March 2020 – December 2021 Spain (Remote)

Developing Vue plugins and defining architecture over front-end apps within Swiss companies.

- Developed custom D3 visualizations and contributed to architecture modernization.
- Migration Vue Options-API to Composition-API

Frontend Engineer & Designer

FON April 2015 – September 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 April 2015 – April 2016 Madrid, Spain

Led development of forecasting dashboards (JS/jQuery/Java)

Game Developer | Freelance

<None> July 2014 – April 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 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 Complete Guide

Udemy

Jun 2019

Angular 2 Training

Code School

Nov 2016

Gamification

University of Pennsylvania

Dec 2015

Hobbies

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

References

Upon request.

THANK YOU!