

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 architecture
Testing	Web Components
UX + Design (Figma)	AI Frontend
Scrum + Kanban	PHP + Laravel

Education

- (2014) Master on Production Multiplatform Videogames


Univerisdad de Alcalá de HenaresMadrid, Spain


Tech: C# · Game Design · Unity 3D · JavaScript · Marketing online
- (2010 -2011) Informatihk Master-Bachellor


Philipps UniversitätMarburg, Germany
- (2008 -2014) Bachelor in Computer Science

Universidad Complutense de MadridMadrid, Spain

Languages

 Native

 Fluent

 Basic

Experience

- Senior Frontend Engineer [Freelance]

Docplanner, OthersJan 2024 - PresentPoland (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

SanomaAug 2024 - April 2025Spain (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

RefurbedFeb 2022 - Dec 2023Europe (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!