

# Rafael López Dorado

Senior Frontend & Designer



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## 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

JavaScript, HTML & CSS



TypeScript



NuxtJS



NodeJS



Scrum & Kanban



Vue



React



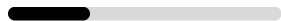
Tailwindcss



Angular



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-Bachelor

Philipps Universität Marburg, Germany

### (2008 -2014) Bachelor in Computer Science

Universidad Complutense de Madrid Madrid, Spain

## Experience

### Senior Frontend Engineer

Sanoma Aug 2024 - Present Spain (Remote)

Leading the front-end development team focused on Vue and micro-frontends material lectures within a new educational platform in public schools.

- Old platform TMS maintenance (Laravel & Vue 2)
- Web components (w/Vue 3 + TypeScript)
- Work along junior developers

### 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
- 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!**