

Valentina Liberona Zúñiga

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ABOUT ME

Frontend-Oriented Full-Stack Developer with over **7 years** of experience building performant, accessible, and user-centric web applications. Specialized in **React**, **TypeScript** and **Vue.js**, with **backend** proficiency in **Node.js** and **Python**. Adept at designing scalable interfaces, implementing modern UI architectures, and optimizing performance. Skilled in collaborating with cross-functional teams to deliver robust, **production-ready platforms**, with a strong focus on code quality, maintainability, and user experience.

Experience

Frontend Developer & Unity Developer, *Pignus*

Jan 2023 – Present

- Migrated Behaviour's reporting dashboard from PHP (Laravel) to **Vue.js** using **Inertia**, **Vite**, **Pinia** (store), and **Vue-chartjs**, to visualize data collected from VR training applications.
- Continued development of the migrated dashboard by implementing new features and UI components, maintaining code quality, and resolving bugs to ensure platform stability.
- Developed VR applications in **Unity** for Oculus Quest, using **Meta Quest SDK** for device integration.

Frontend Developer & UI/UX Designer, *NeurospeechAI Project – UCL*

Mar 2023 – Jun 2023

- Designed and implemented the frontend hub of a research-focused speech therapy platform using **React**, **TypeScript**, and **Vite**.
- Developed a custom design system with accessible UI components, meeting WCAG 2.1 standards.

Frontend Developer, *Capitalizarme*

May 2022 – Mar 2023

- Developed and maintained components across a real estate investment platform and a school-focused online class book system, using **React** with **TypeScript**, **Next.js**, **Redux**, and **styled-components**.
- Focused on performance, scalability, and responsiveness across both projects.
- Collaborated in agile sprints with designers and backend engineers, contributing to sprint planning and QA.

Frontend Developer & UI/UX Designer, *Eye-Search Project – UCL*

Jan 2022 – Apr 2022

- Developed a **React + TypeScript** frontend integrated with Unity WebGL therapeutic apps.
- Built and designed full site architecture, including landing pages, authentication, and navigation.

Unity Developer & UI/UX Designer, *University of Chile*

Feb 2020 – Jun 2021

- Designed and developed VR-based user experience studies with **Unity** and Blender, focusing on ergonomic and intuitive interaction models for cognitive research.
- Applied **UX** design principles from web development to immersive 3D environments using **C#** and Oculus Quest integration.

Full-Stack Developer, *Pulso Escolar*

Jan 2019 – Dec 2019

- Developed an educational analytics dashboard using **Vue.js**, **Vuex**, **Node.js**, and **Ruby on Rails**, deployed on Google Cloud Platform.
- Built dynamic visualizations with **Google Charts** and **ApexCharts.js** for time-series, filters, and responsive updates across multi-school enrollment data.

Intern Frontend Developer, *National Laboratory for High Performance Computing*

Jul 2018 – Dec 2018

- Built dashboards in **React** to monitor and visualize usage of Chile's largest supercomputing cluster (NLHPC), providing near real-time updates on resource usage.
- Integrated **GraphQL** queries and subscriptions to deliver dynamic system data with low latency and high reliability.

Education

Bachelor of Engineering in Computer Science, *University of Chile*

Completed coursework in 2018 – Professional title awarded in 2021 with *Highest Honors*

Skills

- Frontend:** TypeScript, JavaScript, React, Redux, Vue, Vuex, Vite, Next, Tailwind, Framer Motion, Bootstrap
- Backend:** Node.js, Flask, Python, PHP, MySQL, MongoDB
- DevOps & Tools:** Git, Docker, GitHub Actions, Vite, Jest, Testing Library
- Design:** Figma, Accessibility (WCAG), UI/UX Design Systems
- XR/VR:** Unity, Meta Quest SDK, WebGL Integration
- Languages:** English (fluent), Spanish (native)