

Valentina Liberona Zúñiga

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ABOUT ME

Creative Frontend Developer with 7+ years of professional experience in React, Vue, and TypeScript, with backend proficiency in Node.js and Python. Specialized in interactive and motion driven web experiences through personal and portfolio projects using GSAP ScrollTrigger, Lottie, React Three Fiber (Three.js). Strong focus on scroll based storytelling, animation systems, and performance.

Experience

Creative Development, Portfolio & Personal Projects

Jan 2026

- Designed and built scroll driven layouts using GSAP ScrollTrigger and Lenis.
- Implemented pinned sections, timeline based animations, and section stacking.
- Developed 3D web scenes with React Three Fiber synchronized to scroll and UI state.
- Integrated Lottie animations for interaction cues and onboarding feedback.
- Focused on motion hierarchy, timing, and performance optimization.

Frontend Developer & Unity Developer, Pignus

Jan 2023 – Present

- Migrated Behaviour's reporting dashboard from PHP (Laravel) to Vue.js using Inertia and Vite, to visualize data collected from VR training applications.
- 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.

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.

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.

Skills

- **Frontend:** React, Redux, Vue, TypeScript, JavaScript, Vite, Next, Tailwind, Webflow.
- **Creative & Motion:** GSAP, Lenis, Framer Motion, React Three Fiber, Three.js, Lottie, Spline, GLSL.
- **Backend:** Node.js, Python, PHP, MySQL, MongoDB.
- **DevOps & Tools:** Git, Docker, GitHub Actions, Vite, Jest, Testing Library.
- **Design:** Figma, Affinity, Canva.
- **XR/VR:** Unity, Blender, Meta Quest SDK, WebGL Integration.
- **Languages:** Spanish (native), English (B2)

Education

Bachelor of Engineering in Computer Science, University of Chile