

Vitor Dino

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Experience

x-team 2021–

joined to guide frontend development on a global long-term player-facing Riot Games project that's being used by millions of users everyday.

14islands 2019–2021

began as a part-time contractor helping on client projects, 6 months later I was hired to help guiding the tech team on their second office.

kunst 2011–

co-founded, worked on projects and giving consultancy to other tech companies & design studios.

significa 1º/2019

hired as a front-end developer, focused on ReactJS development of websites and apps.

startaê 2018–2019

given consultancy on frontend (react) and interface design for them and some of their clients projects.

flama 2016

worked as interface and motion designer

galeria ponto 2015

internship on fine-art printing and consultancy on analog film media.

Education

Universidade de Brasília 2013–2018

Advertising B.Sc

Languages

English ● ● ● ● ○

Portuguese ● ● ● ● ●

Spanish ● ● ○ ○ ○

Skills

React	Docker
CSS	Webpack
GraphQL	Next.js
Typescript	Gatsby
REST	Styled-components
Interface design	Stitches

Hobbies & interests

- film photography
- minimalism
- learning & teaching
- graphic arts
- generative art
- backend
- frentend tooling