

vitor dino

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experience

riot games / x-team 2021–

first hired as a contrator to lead frontend development on the biggest player-facing product with hundreds of millions monthly active users, to ship their most ambitious project to date.

created a culture of meaningfully writting tests, and increasingly adopting open source libraries and best practices. after shipping the first project it, started working on other areas of the product, from systems programming to onboarding process.

14islands 2019–2021

began as a part-time contractor helping on client projects, helped the organization adopt react and modern web practices. 6 months later was hired to guide their biggest web application project and help stablish their second office.

kunst 2011–

co-founded, worked on multiple short projects and gave consultancy to other tech companies & design studios throughout the years.

significa 1°/2019

hired as a front-end developer, focused on react js development from multi-tenant web applications to marketing websites.

startaê 2018–2019

provided consultancy on frontend and interface design for them and some of their clients projects. lead the adoption of react.js to prospect bigger oversea clients.

flama 2016

worked as interface and motion designer. started getting interested on react.js

galeria ponto 2015

internship on fine-art printing and consultancy on analog film media. on my free time developed a web application to improve the print estimate process.

languages

english ● ● ● ● ○

portuguese ● ● ● ● ●

spanish ● ● ○ ○ ○

skills & tools

typescript	rest & graphql
react	webpack
css	vite
node.js	docker
next.js	github actions
electron	python
redux & zustand	c++
gatsby	cli & tooling

education

harbour.space 2021–

yearly 3-week lecture on web tooling

universidade de brasília 2013–2018

advertising b.sc

hobbies & interests

film photography

learning & teaching

graphic design

generative art

tavelling