

# Vitor Dino

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## Experience

<b>x-team</b>	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.
<b>14islands</b>	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.
<b>kunst</b>	2011–	co-founded, worked on projects and giving consultancy to other tech companies & design studios.
<b>significa</b>	1º/2019	hired as a front-end developer, focused on ReactJS development of websites and apps.
<b>startaê</b>	2018–2019	given consultancy on frontend (react) and interface design for them and some of their clients projects.
<b>flama</b>	2016	worked as interface and motion designer
<b>galeria ponto</b>	2015	internship on fine-art printing and consultancy on analog film media.

## Education

<b>Universidade de Brasília</b>	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