



# Nelson Rojas

Frontend Developer

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🌐 <https://nelsonrojas.dev/>

 [x-nrdev](#)  
 [Nelson Rojas](#)

## Summary

5+ years of experience building modern, fast, responsive, and accessible interfaces. Passionate about web performance, user experience, and continuous learning. Skilled at leveraging tools like GitHub Copilot and generative AI to speed up development, reducing repetitive coding tasks, and focus on high-impact solutions.

## Experience

### Playtech 🌐

CMS Administrator

December 2024 – current  
Gibraltar

- Performe and improve one of the most powerful achievement system in promotions, created with TypeScript, Vitest, HTML and CSS.
- Developed a new promotional workflow system with JavaScript, HTML, CSS and VTL across multiple brands, streamlining processes and improving time to build promotions.
- Implemented advanced script built with Python, reducing images size by 70%.
- Develop Landing Pages with Astro, JavaScript, Tailwind, CSS and HTML, collaborating with UX/UI department using Figma.
- Manage and update content in Liferay, ensuring brand consistency and SEO compliance.

### Playtech 🌐

Website Manager

August 2022 – December 2024  
Gibraltar

- Automated repetitive CMS tasks using JavaScript, saving hours per week.
- Improved promotions adding the first achievements system in the company built with JavaScript, HTML and CSS, collaborating with UX/UI department using Figma.
- Developed and maintained responsive interfaces for Playtech's international websites, improving UX/UI, mobile usability and consistency across multiple platforms.
- Administered and updated content across multiple corporate websites using Liferay and WordPress, ensuring site reliability and content accuracy.

## Projects

### Free Games Website 🌐

**Full-stack web application** that delivers a curated collection of free games via an external API.

Built entirely with **vanilla JavaScript**, which presented a unique challenge due to the app's advanced functionality. Implemented modern web development techniques to ensure a **seamless, responsive, and efficient user experience (UX)**.

- **Filter system** for dynamic game categorization.
- **Search input with debouncing** to improve performance and reduce unnecessary API calls.
- **Pagination** for efficient data loading and improved navigation.

JavaScript, Node JS, Express JS, HTML, CSS

## Skills

### Frontend

Typescript, JavaScript (ES6+), HTML, CSS, React, Astro, Tailwind CSS, SASS, Bootstrap, Figma, Vitest

### Backend

Node JS, Express JS, Python, Velocity Template Language (VTL)

### Others

Generative AI, Github Copilot, Git, Github

### CMS

Liferay CMS, Wordpress

## Certifications

### freeCodeCamp

JavaScript Algorithms and Data Structures 🌐

May 2022

### freeCodeCamp

Responsive Web Design 🌐

April 2022

## Languages

### Spanish

Native

### English

Professional Working Proficiency