Rafael López Dorado
Senior Frontend & Designer

✉ rldorado86@gmail.com 🔗 in/rldorado
🌐 rldorado.github.io </> github.com/rldorado

About me

Over 7 years of experience in Frontend development specializing in deliver robust UI and scalable web applications.

Acquired proficiency in HTML, CSS, JavaScript, and diverse frameworks such as Vue. Currently, I am seeking for Senior Frontend Engineer or UI Engineer positions to contribute my expertise towards advancing and refining state-of-the-art software solutions.

Skills

JavaScript, HTML & CSS

Vue

TypeScript

React

NuxtJS

Tailwindcss

NodeJS

Angular

Scrum & Kanban

PHP

Education

(2014) Master on Production Multiplatform Videogames
Univerisdad de Alcalá de Henares   *Madrid, Spain*

Videogame creation, coordination, design and marketing. From conception until its sale in stores.
- Academic formation provided in cooperation with Electronic Arts.
- Game released "Adam" was rewarded as "most innovator game of 2014" by Sony Entertainment of Spain.

(2010 -2011) Informathik Master-Bachellor
Philipps Universität   *Marburg, Germany*

(2008 -2014) Bachelor in Computer Science
Universidad Complutense de Madrid   *Madrid, Spain*

Experience

Senior Frontend Engineer
Refurbed   *Feb 2022 - Dec 2023*   *Europe (Remote)*

Engineered the front-end Vue SPA+CSR arquitecture for the checkout & payments e-commerce platform.
- Leading to an increase of ~12% in user engagement by integrating A/B tests.
- Unit testing with Jest, E2E with Cypress.
- Coleading front-end Vue architecture of admin and merchants platform.

Frontend Software Engineer
Scoro   *Oct 2021 - Jan 2022*   *Tallin, Estonia*

Developing Vue & Nuxt financial modules over SSR dynamic interface within Scoro platform.
- Doing API integrations with Graphql, PHP and TypeScript.
- Code testing with testing-library.

Frontend Engineer
Mimacom   *Mar 2020 - Sep 2021*   *Spain (Remote)*

Developing Vue plugins and defining arquitecture over front-end apps within Swiss companies.
- Creating complex charts with D3.JS
- Migrate Vue Options-API to Composite-API
- Involved using agile (Scrum) methodologies to develop high-quality, user-friendly apps.

Frontend Engineer & Designer
FON   *Apr 2016 - Sep 2019*   *Madrid, Spain*

Designing, developing and keeping customized web components made in Angular for our clients (JCDecaux, Vodafone, and Verizon).
- Increase revenue by providing ad-hoc solutions (i.e. widgets) and Captive Portals.

Programmer
CIBER   *Apr 2015 - Apr 2016*   *Madrid, Spain*

In this role, I led a front-end web app development for a sales forecasting project, coordinating other developers and using Javascript (JQuery), Bootstrap, JSP (JavaServer Pages), HTML, CSS, and Java (Struts).

Freelance Game Developer

Jul 2014 - Apr 2015   *Madrid, Spain*

Worked on some game projects (Sony, EA) and gave talks at schools about Unity3D. Notable projects:

- A Memory (project manager, on collaboration with BADLanD Games)
- Adam (game developer, awarded on PlayStation Awards 2014 as most innovator game by Sony
- Entertainment)
- NWNDragonlance (creation & administration of multiplayer roleplaying game)

Use of Unity3D, GameMaker, C#, C++ and Audacity (Sound)

Java Software Developer (Intern)

Dec 2012 - Jun 2014   *Madrid, Spain*

Java framework developments based on Liferay and Eclipse plug-in webapp for statistics.

Languages

🇪🇸 Native

🇬🇧 Fluent

🇩🇪 Basic

Certificates

JavaScript Essential Training

Linkedin Learning   *May 2024*

How to manage a Remote Team

Gitlab   *Sep 2022*

Vue JS 2 - The Complete Guide (incl. Vue Router & Vuex

Udemy   *Jun 2019*

Accelerating Through Angular 2

Code School   *Nov 2016*

Gamification

University of Pennsylvania   *Dec 2015*

Hobbies

- Playing and designing tabletop roleplaying games.
- Dance (specially Tango).
- AI.
- Video edition.
- Hiking and be in contact with nature.

References

Upon request.

THANK YOU!