

# Rafael López Dorado

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Spanish (native) • English (fluent) • German (basic)

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Senior Frontend Engineer with 8+ years of experience building and maintaining modern web applications in production environments. Strong background in fintech, e-commerce and SaaS frontend architectures, UI/UX, performance, and testing, with a pragmatic approach to scalable and maintainable solutions. Experienced working closely with backend teams, APIs, authentication systems, and complex systems in long-term projects.

## TECH STACK / SKILLS

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- **Frontend:** TypeScript, JavaScript (ES6+), React.js, Vue.js, Nuxt, Angular, Astro.
- **State & Data:** Vuex, Pinia, Redux, REST, GraphQL.
- **Testing:** Jest, Cypress, Playwright.
- **Architecture & Patterns:** Micro-Frontends, Component-Based Architecture, Modular Architecture, Design Systems, API Abstraction Layers
- **Backend & Tools:** Node.js, Laravel (PHP), Git, CI/CD, Jira, Figma, Claude Code.

## EXPERIENCE

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### DOCPLANNER

Senior FrontEnd Engineer

**Remote**

April 2025 – **Present**

- Developed and maintained complex frontend features in the healthcare SaaS ecosystem, integrating with Node.js/REST API services within larger business ecosystems.
- Built and deployed Chrome Extension using Vue & Node to improve Google Calendar integration and user engagement.
- Partnered with product and design teams to define scalable UI/UX flows for healthcare SaaS platform serving 60M+ users.

### SANOMA LEARNING

Senior FrontEnd Engineer

**Madrid, Spain**

August 2024 – April 2025

- Led frontend architecture based on micro-frontends (Vue and Angular on TS) and agnostic Web Components.
- Mentored a team of 3 Frontend engineers; conducted code reviews, testing and defined coding standards. This impacted the bug rate to near 5%.
- Support legacy platform operations by maintaining and updating codebases using Laravel and Vue.

### REFURBED

Senior FrontEnd Engineer

**Remote**

February 2022 – July 2024

- Engineered the front-end Vue SPA+CSR architecture for the checkout & payments e-commerce platform.
- A/B tests implementation, leading to ~12% increase in user engagement.
- Implemented unit and E2E testing strategy using Jest and Cypress to ensure checkout stability.
- Leading front-end Vue architecture of admin and merchants platform.

## **MIMACOM**

FrontEnd Engineer

**Remote**

*March 2020 - December 2021*

- Developing Vue plugins and defining architecture over front-end apps within Swiss companies.
- Developed custom D3 visualizations and contributed to architecture modernization.
- Led migration from Vue Options API to Composition API, improving code modularity and long-term maintainability.

## **FON**

FrontEnd Engineer & Web Designer

**Madrid, Spain**

*April 2016 - September 2019*

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

## **CIBER**

Programmer

**Madrid, Spain**

*April 2015 - April 2016*

- Led middleware development of forecasting dashboard using JavaScript, JQuery and Java.

## **GAME DEVELOPER | FREELANCE**

**Madrid, Spain**

*July 2014 - April 2015*

- Developed award-winning indie games using Unity3D. Notable project: "Adam", awarded "Most Innovative Game" by Sony PlayStation Spain (2014).
- Delivered lectures on Unity and game production in educational institutions.

## **EDUCATION**

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### **UNIVERSIDAD DE ALCALÁ DE HENARES**

Master of Videogames Production

**Madrid, Spain**

*2014*

Honors: "Most Innovator Game of 2014" by Sony Entertainment of Spain

### **UNIVERSIDAD COMPLUTENSE DE MADRID**

Bachelor in Computer Science

**Madrid, Spain**

*2008 - 2014*

## **CERTIFICATES**

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### **CLAUDE CODE PRO**

Udemy

*February 2026*

### **[UX STRATEGY FUNDAMENTALS](#)**

Udemy Business

*December 2024*

### **HOW TO MANAGE A REMOTE TEAM**

Gitlab

*September 2022*

### **[VUE JS COMPLETE GUIDE](#)**

Udemy

*June 2019*