

# Rafael López Dorado

Principal Frontend Engineer

EU Remote | 🇬🇧 English (Fluent), 🇪🇸 Native



[rldorado86@gmail.com](mailto:rldorado86@gmail.com)



[in/rldorado](https://in/rldorado)



[rldorado.github.io](https://github.com/rldorado)



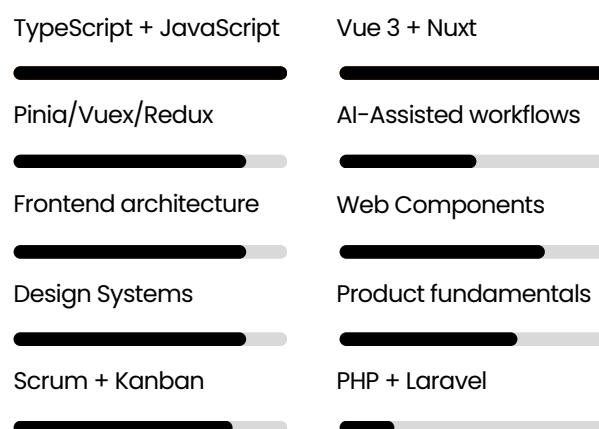
[github.com/rldorado](https://github.com/rldorado)

## About me

Senior Frontend Engineer with 8+ years of experience designing and building scalable and high-traffic web applications, leading small FE teams, and defining modern Vue/Nuxt architectures.

Strong background in UI/UX, component systems, performance optimization, SSR, testing, and migration strategies (Nuxt2→Nuxt3, Vue Options→Composition API, JS→TS). Comfortable owning the entire frontend lifecycle: architecture → implementation → code quality → mentoring → delivery. Experienced in remote, multicultural teams and fast-moving product environments. Background in game development and game design, adding a creative edge to frontend execution.

## Skills



## Education

### (2014) MA Videogame Production

**C# · Game Design · Unity 3D · JavaScript · Marketing online**

Universidad de Alcalá de Henares Madrid, Spain

### (2010 -2011) Informatik Master-Bachelor

Philipps Universität Marburg, Germany

### (2008 -2014) Bachelor in Computer Science

Universidad Complutense de Madrid Madrid, Spain

## Languages



Native



Fluent



Basic

## Experience

### Senior Frontend Engineer (+Lead)

**Vue 3 · TypeScript · Web Components · Vitest**

Sanoma August 2024 - April 2025 Spain (Hybrid)

- Only Senior in a FE team; drove mentoring, reviews and FE best practices.
- Led frontend architecture based on micro-frontends using Vue 3, Composition API, TS and Web Components.
- Support legacy platform operations by maintaining and updating codebases using Laravel and Vue 2, ensuring stability and smooth integration with new systems.
- Established coding standards, testing strategy, and component documentation.

### Senior Frontend Engineer

**Vue 3 · Nuxt · TypeScript · Jest · A/B Testing**

Refurbed February 2022 - July 2024 Europe (Remote)

Engineered the front-end Vue SPA+CSR architecture 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.

### Senior Frontend Engineer | Freelance

**Vue 3 · TypeScript · Chrome Extensions · Figma**

Docplanner, Others April 2025 - Present Poland (Remote)

- Full ownership of the frontend architecture for a Chrome extension integrated into Docplanner's ecosystem.
- Delivered modular, scalable code aligned with evolving SaaS product requirements.
- Develop closely with product/design to define UI/UX flows.

## Frontend Engineer

### **Vue 2 · JavaScript · D3 · Composition API**

Mimacom March 2020 - December 2021 Spain (Remote)

Developing Vue plugins and defining architecture over front-end apps within Swiss companies.

- Developed custom D3 visualizations and contributed to architecture modernization.
- Migration Vue Options-API to Composition-API

## Frontend Engineer & Designer

FON April 2015 - September 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 April 2015 - April 2016 Madrid, Spain

Led development of forecasting dashboards (JS/jQuery/Java)

## Game Developer | Freelance

<None> July 2014 - April 2015 Madrid, Spain

- 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.

## Certificates

### GitHub Copilot Pro

Udemy Business

Jan 2025

### UX Strategy Fundamentals

Udemy Business

Dec 2024

### JavaScript Essential Training

LinkedIn Learning

May 2024

### How to manage a Remote Team

Gitlab

Sep 2022

### Vue JS Complete Guide

Udemy

Jun 2019

### Angular 2 Training

Code School

Nov 2016

### Gamification

University of Pennsylvania

Dec 2015

## Hobbies

- Playing and designing tabletop roleplaying games (Dungeons & Dragons)
- Dance (specially Tango).
- Generative AI.
- Podcasting.
- Hiking and be in contact with nature.

## References

Upon request.

**THANK YOU!**