Miguel Nunes

Design Engineer & Front-End Developer

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SUMMARY

Front-end developer with 10+ years in design and web, working from Figma to production. Three years at a digital agency building WordPress sites with custom blocks (PHP and React) for luxury hotel and travel brands. I automate repetitive build work with AI coding tools (Claude Code, Codex).

EXPERIENCE

Front-End Developer | Big Partners

Remote, Buenos Aires, Argentina | Mar 2023 - Oct 2026

- Built a library of custom static Gutenberg blocks (PHP, React) with responsive controls, so editors load content by hand or with AI-generated content.
- Developed a custom command with hooks for Claude Code and Codex that scaffolds projects (plugin install, theme boilerplate) and converts Figma designs into custom WordPress blocks, with user input at key steps.
- Implemented design-to-code from Figma for luxury hotel and travel brands (The Langdon, Villa Bokeh): responsive, cross-device layouts on custom WordPress themes.
- Delivered front-end redesigns for TrackingTime, the agency's SaaS time-tracking product.
- Maintained a large legacy multilingual WordPress codebase (TrackingTime): bug fixes, updates and feature work.

Front-End Developer & Web Designer | Agrego (creative agency)

Remote, Buenos Aires, Argentina | Apr 2021 - Mar 2023

- Covered design, front end and back end as part of a small team: full-stack WordPress and Magento builds, with Figma design handoff.
- Designed and animated brand and social media assets (2D, motion graphics) for large clients such as Libus.
- Built content-managed sites with WordPress and Sanity.

Design & Front-End Developer | Freelance

Argentina | 2019 - present

- Delivered branding, social media design and web applications for clients.
- Maintained and updated a very large Python project (Radiocut), shipping both functionality and design changes.

WordPress Developer & UI/UX Designer | GrowAds

2018 - 2019

- Designed and built custom WordPress templates from scratch.

Earlier roles

- UI & UX Designer, Screen Media Group, Caracas (2016 - 2017): mockups and templates for web pages and mobile apps.
- 2D Animator & Web Designer, Caracas Design (2015 - 2016); 2D Animator & Designer, Screen Design (2014 - 2015); 2D Animator Jr., Animando (2012 - 2013).

SKILLS

- **Front end:** HTML5, CSS3, JavaScript, TypeScript, React, Astro, Tailwind CSS, Three.js, responsive design, accessibility
- **CMS and back end:** WordPress (custom Gutenberg blocks, themes), PHP, Sanity, Node.js, Python, Magento
- **Design:** Figma, design tokens, Adobe XD, Photoshop, Illustrator, After Effects
- **AI-assisted development:** Claude Code, Codex (custom commands and hooks)
- **Tools:** Git, Linux and command line

EDUCATION AND CERTIFICATIONS

- Coderhouse: React JS (graduated top 10, 2022); Back End Programming (2022)
- Image Campus: Game Art, 3D modeling and rigging (2022)
- Centro de Diseño Digital: Illustration and 2D Animation (2010 - 2013)
- Platzi: React state management, React render patterns, Next.js (2023)
- Master.dev: Vanilla JS, WebAssembly, Python (2025); Boot.dev: Linux (2025)

LANGUAGES

Spanish (native) | English (B1)