



PIERO ZEGARRA PATOW
FRONTEND / UI ENGINEER
DESIGN ENGINEER



Rotterdam, Netherlands · Open to
Worldwide / LATAM Remote

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★ Profile

Frontend / UI Engineer with 8+ years of professional frontend experience and a strong background in UI/UX and digital design. I build polished, responsive and accessible interfaces using JavaScript, SolidJS, HTML, CSS, APIs and component-based architectures.

My background in design allows me to bridge Figma and production, translating complex visual and functional requirements into reusable, pixel-accurate user interfaces. Experienced in dynamic data, digital signage, design systems, animation and cross-device implementation.



Work Experience

January 2020 - Present

Company: ZetaDisplay, Houten

Role: Front-end developer & UI Designer

Responsibilities:

- Design and develop responsive, production-ready user interfaces and digital experiences using JavaScript, SolidJS, HTML, CSS, JSON and GSAP.
- Translate Figma designs and functional requirements into reusable, pixel-accurate frontend components.
- Integrate APIs, structured JSON data and real-time feeds into customer-facing interfaces.
- Build configurable interfaces for multiple resolutions, orientations and device platforms, including Samsung Tizen and LG webOS.
- Diagnose frontend, rendering, playback, caching and data-integration issues across production environments.
- Collaborate with designers, developers, product owners and technical stakeholders from concept through implementation and testing.
- Apply responsive design, accessibility and reusable-component principles across customer projects.
- Deliver frontend and UI implementations across a large portfolio of customer environments in retail, transport, hospitality, automotive, healthcare and public services.

SELECTED PROJECTS

IKEA - Digital Menu Boards

Developed configurable digital menu-board interfaces with reusable layouts, responsive content scaling, dynamic media and multiple screen configurations.

Translink - Live Transport Data

Integrated live public-transport data into customer-facing interfaces, including external data feeds, fallback handling and production deployment across digital-signage environments.

Filmhuis Den Haag - Cinema Display System

Built a suite of responsive cinema interfaces including event carousels, room displays, split-screen layouts and ticket-desk screens using API-driven content and reusable frontend patterns.

AFAS Live - Venue Display Experiences

Implemented responsive welcome, messaging and show-content experiences across multiple large-format screen configurations, translating visual designs into production-ready interfaces.



Skills

LANGUAGES

Dutch - Fluent / Native working proficiency

Spanish - Fluent

English - Professional working proficiency

Portuguese - Basic

FRONTEND

JavaScript · SolidJS · HTML5 · CSS3
· REST APIs · JSON · Git · GSAP
· TypeScript · Responsive UI ·
Component-based Development

UI / PRODUCT

Figma · Design Systems · UI/UX ·
Accessibility / WCAG · Responsive
Design · Prototyping · Design-to-
Code · Interaction Design

PLATFORMS & TOOLS

GitHub · Adobe Creative Suite · Jira
· Miro · Digital Signage · Samsung
Tizen · LG webOS · AI-assisted
Development

**November 2016 -
January 2020**

Company: Gauddi, Moordrecht

Role: Front-end developer & UI Designer

Responsibilities: UI design, Html, CSS,
Javascript, JQuery, json, Video graphic

**May 2016 -
November - 2016**

Company: Connectis, Rotterdam

Role: UX Designer

Responsibilities: Developing interactive
prototypes and service blueprints for
identity management solutions. Conducting
user testing and iterations to improve
usability.

**January 2016 -
May 2016**

Company: BureauDDC, Rotterdam

Role: UX Designer

Responsibilities: UX & UI design,
collaborating with developers and product
owners to create optimal UX solutions.

**July 2015 - January
2016**

Company: Building Brands, The Hague

Role: Webdesign / Front-end developer

Responsibilities: UI design, WordPress,
Html, CSS, PHP, Javascript, JQuery

**Freelance · 2010 -
Present, alongside
permanent
employment**

Independent UX/UI Designer & Frontend
Developer

Responsibilities: Developing user-friendly
web applications and design systems.
Advising clients on UX strategy and
accessibility (WCAG).



Earlier Experience

UI Designer - AZES Internet Exploitatie

Frontend Developer Intern - Sowmedia

UX Design Intern - UwMerk!Waardig



Education

2011 - 2015

Communication MultiMedia Design

Rotterdam University of Applied
Sciences, Degree obtained

2014 - 2015

Minor Branding

Willem de Kooning Academie, Rotterdam
Minor obtained

2008 - 2011

Multi-media vormgeven (MBO-4)

Grafisch lyceum Rotterdam
Degree obtained

2005 - 2008

Dtp-er/allround Multi-Media (MBO-3)

Grafisch lyceum Rotterdam
Degree obtained