

RODRIGO NAVA RAMÍREZ

(they / he)

*Mexico City born, EU (Berlin) based

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Multidisciplinary web developer, creative technologist, and visual artist with 7+ years of experience. I combine conceptual thinking with technical craft to create work that is functional, critical, and visually engaging. Specialised in front-end development, modern Javascript frameworks, component-driven architecture, CMS integration, UI/UX design and creative coding, I thrive in projects that bridge art, design, and technology.

TECHNICAL SKILLS

Frontend Development:

JavaScript (ES6+), TypeScript, HTML5, CSS3/SCSS, Responsive Design, Component Architecture, RESTful API Integration, State Management, Accessibility (a11y), Performance Optimization, Cross-browser Compatibility

Frameworks & Libraries:

React (advanced), Vue (proficient), three.js, WebGL, GSAP, p5.js, Webpack, Vite

CMS & Backend Integration:

Kirby CMS, WordPress, Headless CMS architecture, PHP, Python

Design & UX Tools:

Figma, Adobe Creative Suite (Illustrator, InDesign, Photoshop), Blender, User Research, Wireframing, Prototyping

Development Workflow:

Git/GitHub, Agile methodologies, CI/CD, Postman, Code review, Documentation, Testing

Currently Expanding:

Next.js, Angular, Payload CMS, Advanced TypeScript patterns

PROFESSIONAL EXPERIENCE

Freelance Front End Developer, Designer and Technical Lead | erre ene erre
Europe-based / Remote, 2018–Present

Leading end-to-end web development for international clients spanning cultural institutions, commercial platforms, and advocacy organizations. Managing full project lifecycle from initial stakeholder consultation through design, development, deployment, and maintenance.

Core Responsibilities & Expertise:

- _ Research-based brand identity and visual design systems
- _ Custom CMS architecture and implementation (Kirby, WordPress, headless solutions)
- _ Component-driven frontend development with modern JavaScript frameworks (React, Vue)
- _ RESTful API integration and third-party service implementation (payment systems, media hosting, data streams)
- _ UI/UX design and consultation, from wireframing through final implementation
- _ Close collaboration with designers, project managers, curators, and multidisciplinary teams
- _ Stakeholder communication and technical advisory across international, multilingual contexts
- _ Performance optimization, accessibility compliance (a11y), and cross-browser compatibility
- _ Version control workflows, deployment strategies, and hosting infrastructure management
- _ Client training and documentation for content management systems

SELECTED PROJECTS

* full list of clients available upon request

Unseen Guests (2024)

unseen-guests.net

Commissioned by iniva for the UK Pavilion at the 60th Venice Biennale of Art

Role: Concept, visual identity, UX/UI design, development, API integration, deployment

Decriminalised Futures (2025)

decriminalisedfutures.org

Collaborative platform for UK sex worker advocacy collective (15+ contributors)

Role: Creative direction, UX/UI design, development, CMS implementation, deployment

YKRA (2025)

ykra.ch

Corporate website for Geneva-based architecture studio (collaboration with Studio Nüssli+Nuessli)

Role: UX/UI consultation, frontend development, CMS implementation, deployment

Widefield (2024)

widefield.ch

E-commerce platform for contemporary art gallery (collaboration with Jean-Marie Fahy)

Role: UX/UI consultation, frontend development, e-commerce integration, CMS implementation

LIMBO (2024)

limbospace.ch

Web platform for multidisciplinary art collective

Role: Concept, visual identity, development, CMS implementation deployment

EDUCATION

Master of Fine Art, The Glasgow School of Art, Glasgow, UK (2018-2020)

Design and Technology Bootcamp, The New School, New York, US (2017)

MSc Product Design Engineering, The Glasgow School of Art, Glasgow, UK (2015-2016)

BSc Industrial Engineering, Instituto Tecnológico Autónomo de México, Mexico City, MX (2010-2014)

RECOGNITION & COMMUNITY ENGAGEMENT

Commissions & Awards:

- Commissioned by iniva and the British Council for UK Digital Pavilion, Venice Biennale (2022, 2024)
- Selected artist, The Wrong Biennale of Digital Art (2021, 2023)
- Research Stipend, Department of Culture Berlin (2023)
- Graduate, School for Poetic Computation (2021)

Teaching & Mentorship:

- Teaching Assistant Volunteer, CodeYourFuture (UK) - Teaching coding fundamentals to refugees
- Teaching Assistant Volunteer, Powercoders (Switzerland) - Computer skills instruction for refugees
- Workshop Facilitator, Scorescotland (UK) - Creative coding and 3D modeling for youth

LANGUAGES

Spanish: Native

English: Advanced

French: Intermediate

German: Intermediate