## **Ranniel Abueg**

Rosario, Cavite, 4106 • rannielabueg17@gmail.com • +639260254625

#### Education

## Lyceum of the Philippines University – Cavite

General Trias City, Cavite

Bachelor of Science in Computer Science.

August 2025

Relevant Coursework: Deans Lister 2019-2021

#### Escuela Secondaria Señor De Salinas

Rosario, Cavite

With Honors 2016-2018

Student Council Member 2017-2018

June 2018

## **Experience**

## **Leentech Network Solutions**

Remote

## **UI/UX Designer and Frontend Web Developer Intern**

July 2024 – August 2024

- Designed responsive job portal interface using Tailwind CSS.
   Developed and implemented frontend components based on project specifications.
- Collaborated with a team using Git to manage source code and version control.
- Contributed to a team project completed within a 3-month development cycle.

## **Leadership & Activities**

# Liceo Esports Team Captain

General Trias City, Cavite

February 2023 - May 2024

- Led a competitive mobile esports team, developing strategies and executing game plans for success regional tournaments.
- Managed team operations, encouraging collaboration, coordinating logistics, and ensuring peak performance.

#### **Skills & Interests**

Technical: HTML/CSS (Advanced), JavaScript (Intermediate), Python (Intermediate), MySQL (Intermediate)

Frameworks: React.js (Advanced), Tailwind CSS (Advanced), Bootstrap (Advanced)

**Software:** Visual Studio Code, Git/GitHub, Figma

Al Tools: OpenAl GPT APIs, Gemini, DeepSeek for research and Coding

Language: English (Fluent), Filipino (Native)

Laboratory: ISO/IEC 25010:2023 Software Quality Testing, Agile Scrum

Interests: Web/UI-UX design, MOBA/Fighting Games

## Certifications

SAP Business One Certification, SAP Business One, 2022

Cisco Networking Basics, Cisco Networking Academy, 2024

Introduction to Design Thinking, Great Learning Academy, 2024

UI/UX for Beginners, Great Learning Academy, 2024

Introduction to User Experience Design, Georgia Institute of Technology, Coursera, 2024