

Carl Kho

Product Designer



A problem well stated is
a problem half solved.

EXPERIENCE

Junior UI/UX Product Designer

Symph

Aug 2021 - Present (4 months +)

Digital product designer for Symph, an established tech company in Cebu. Symph builds web apps, mobile apps, and custom software to give customers a better digital experience with business.

RESPONSIBILITIES

- Work closely with clients, project managers, other designers, and developers to deliver high-quality products in Figma.
- Designed the monthly newsletter of Glory Reborn
- Lead or co-lead kickoff meetings, ideation sessions, workshops, and client demos.
- Help mentoring and establishing a design culture within Symph.

ACHIEVEMENTS

- Improved productivity by reducing developer-dependence for the non-developers in our team by introducing no-code tools such as Webflow and Automate.io.
- Increased the efficiency of the marketing team by leading a team to speed up lead generation with an automated Notion-Zapier and Linear-Automate.io CMS, as well as by creating a form that automatically updates Symph's pitchdeck portfolio. These solutions were born out of the Symph 2021 Sales Solution Challenge, a weekend hackathon where my team also managed to win.
- Increased lead conversion for Branchify and talent hiring for Symph by designing, developing, and maintaining websites with Figma and Webflow.
- Decreased the frequency of brain fogs by developing The Butterfly Effect, a chrome extension and Discord bot reminding Symphers to drink water, do stretches, and take an awe break.

INFORMATION

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Lapu-Lapu City, Cebu

Industry Knowledge

Googling

User Research

Communication

Design Systems

Frontend Development

Leadership & Decision Making

Interaction Design & Prototyping

User Interface & User Experience

Tools & Technologies

Figma, Webflow, Protopie, Adobe

Creative Suit, Google Suite, VS

Code, OBS Studio, and SPSS.

Tech Used

HTML, CSS, JS, Ionic, Tailwind

CSS, React, and Strapi.

Languages

English (professional)

Cebuano Visayan (native)

Tagalog (professional)

Social

My Personal Website

My LinkedIn

My Calling Card

Product Design Consultant

Arde InfoTech

Sep 2021 – Present (3 mos)

After being offered a full-time position in Symph, I moved to being the product design consultant of the company.

So far, I have reviewed and given feedback on the following apps in development:

1. Purchaseer

Now part of Startup Island PH's 4th Cohort of startups.

2. GrabDoc

A telemedicine app concept.

Cofounder, Chief Design Officer

Arde InfoTech

Jul 2021 – Sep 2021 (3 mos)

Joined my senior friends from UP-CEBU in the launching of their startup venture. Heavily designed and planned for TheoLearn: A Theoretical Driving course learning & examination WebApp.

Discontinued due to the discovery of an already-established competition offering the same services.

Creative Marketing Specialist

Fascinating Features

Jun 2021 – Aug 2021 (3 mos)

Established branding and designed marketing graphics and templates for Fascinating Features, a Canadian newsletter featuring stories of people who ought to be recognized and showing intimate, personal aspects of the human experience..

Design & Front-end Dev Intern

Symph

Aug 2021 – Present (4 months +)

First work experience. Invited by the CTO of Symph, Albert Padin, following my efforts in One Gadget One Child and Stat - Your Virtual Clinic.

RESPONSIBILITIES

Junior Design Lead @ Omniquotient

Led my fellow design interns. Designed and developed three websites in three (3) days with Figma and Webflow:

1. Omniquotient - Monetize your Courses
2. OQademy - Be a Job-Ready Developer in Six Months
3. OQ Team - Dev Challenges

RESPONSIBILITIES (CONT.)

- Responsible for Glory Reborn's Monthly Newsletter, an organization providing maternal care to marginalized moms and babies of Cebu, Philippines.
- Designed a customer relationship management (CRM) for a nationwide financial services company with Figma.
- Designed two websites for a training center and luxury furniture e-commerce site in the Philippines, as well as two websites for a tech corporate group in Singapore.
- Produced marketing graphics and videos for a national corporate food group.

ACHIEVEMENTS

- Recipient of the SymphOScars awards three (3) months in as an intern due to my leadership, initiative, and ambition.
- Significantly improved the speed of Symph.co's landing page, as shown by the negative score by pagespeedinsights, by leading a group of interns to replace the messenger widget with a custom-coded button that redirects to Symph's FB messenger.

Web Designer

Freelance

May 2020 - Jun 2021 (1 year 2 months)

Designed and developed the frontend of an E-Commerce site for The Atlantic Hardware, a hardwarestore based in Cebu, with Wordpress and Elementor.

Other gigs involved logo design & branding, photo manipulation, Instagram posts, resumes and photography.

Algorithm Engineer

Seasonal, Marigondon National High School

Aug 2016 - Nov 2019 (3 years 4 months)

Leader and pioneer of Marigondon National High School's (A secondary institution of 5,000 students) robotics team. Started with zero knowledge and at the bottom of the ranking list in 2016, successfully led the team and represented the Philippines during the World Robotics Olympiad 2019 in Hungary.

I was the team captain and programmer of the team. To make it to the nationals, me and my members self-learned the P.I.D. control system and the usage of omniwheels.

EDUCATION

Science and Technology Education Center

Senior High School (SHS) - Science, Technology, Engineering, and Mathematics (STEM)

Sep 2020 - Jul 2022 (2 years)

Top 1 | With High Honors during Grade 11

Published four (4) research papers:

1. Couriers-turned-warriors: A Closer Inspection into the Adherence of Safety Protocols by food couriers during COVID-19
2. Kuan Kanang: Ang Pagsusuri ng mga Bisayang Tagapuno sa pang-araw-araw na Diskurso
3. Stressors and Stress Coping Strategies on Online Learning among Senior High School Students during COVID-19
4. The Butterfly Effect (KUI 2020)

My short animation: "Reading in between the lines", an animated short about children born in prison, was chosen to be featured in the National Arts Month Celebration.

Won multiple awards from research-based extra-curriculars.

Marigondon National High School

Junior High School Student (K-12 Curriculum)

Jun 2016 - Mar 2020 (4 years)

- Team Captain of the first-generation MNHS Robotics Team. Annual participant and is part of the national representatives for the World Robotics Olympiad (WRO) 2018 - 2019.
- Yearly contestant of Science Investigatory Projects (SIPs) under the Robotics and Intelligent Machines /Innovation Expo category.
- Editor-in-chief for the Regional Schools' Press Conference (RSPC) collaborative desktop team in the years 2018 - 2019.
- Web Design (HTML/CSS/JS) Contest participant for the years 2016 - 2017 before it was discontinued. Met with Microsoft PH Ambassador.

LICENSES & CERTIFICATIONS

#GCPinas - Google Cloud Platform Certification Pro

Developer Student Clubs

Issued Jan 2021

Certified Voice Artist

Certified Voice Artist Program

Issued Apr 2021

Credential ID 21-00251

HONORS & AWARDS

Grand Champion for the Science Research Video 2020

National Science and Engineering Fair PH

Jun 2020

Worked closely with coach Dr. Bryant Acar to create an explainer research video on my telemedicine app concept, "Stat - Your Virtual Clinic". Was declared champion against 17 entries nationwide.

Challenge Winner - Student Track | The Financial Literacy Innovation Challenge

PhilDev and Cebuana Lhuillier Foundation

May 2021

The Financial Literacy Innovation Challenge by PhilDev and Cebuana Lhuillier Foundation challenged innovators across the country to answer the question, "How might we increase the level of financial literacy in underserved communities in the Philippines?"

I led Team Centavon, composed of six students, to ideate, develop, and publish Plutus: The Money Game. An offline game based on Dumb Ways to Die but for financial literacy. This game will raise financial literacy and awareness with the help of four concepts: earning, spending, saving, and donating.

Designers Prize & Master Prize | Overwatch SEA Map Design Contest

Blizzard Entertainment SEA

Jul 2020

First-time photo manipulation piece Simala Sanctuary de Cebu bagged the skill-based Designers Prize (6th place) & popularity-based Master Prize (3rd place) in the Overwatch SEA Map Design Contest by Blizzard.

During the event, I organized a group with my friends to help me promote. I was featured in the country's biggest news outlets and newspapers. As a result, I was told stories of how I inspired the youth to pursue the arts.

It's a Mask | Poster Making Contest

Hon. Paz Radaza - District Representative of Lapu-Lapu City

Oct 2020

Recognized by Hon. Radaza for "It's a Mask" poster making competition + The Freeman Newspaper Feature.

TechTalks: DepEd Learners' Research-based Innovations

Department of Education (DepEd PH) | ICTS-Educational Technology Unit

Aug 2021

Invited to share the innovations I have made throughout quarantine by Etulay Tutors Glenny and Rubilyn. Broadcasted on DepEd PH and its sister Facebook pages with over 10 000 viewers.

Saludo sa Kabataan Academic Excellence Award 2020

Sangguniang Kabataan Lapu-Lapu City

Aug 2020

Worked closely with coach Dr. Bryant Acar to create an explainer research video on my telemedicine app concept, "Stat - Your Virtual Clinic". Was declared champion against 17 entries nationwide.

Champion | STEAM Robotics Cup

Everyday Solutions, Accenture in the Philippines

Nov 2017

Built an improved solar tracker with Lego Mindstorms EV3, a prototype that follows the sun as measured by brightness. This will follow the sun in its path throughout the day, gathering more energy to be used immediately or stored for future use.

Champion | UX Design Competition

San Francisco College of Technology and Design

Sep 2020

Started my infamous "Participating as a Learning Method" style. Worked with Nickie Himaya, girlfriend, to research, design, and produce mobile app concept Stat - Your Virtual Clinic in one week.

Created and interviewed doctors (users) and I.T. professionals with usability test to check usability and feasibility.

1st Runner-Up | Online Youth Civic Hackathon

Social Innovation in Health Initiative - Philippines (SIHI PH)

Jan 2021

1st runner-up for the youth-led COVID-19-related innovations. Presented Stat - Your Virtual Clinic twice in a whole day of mentorship from research scientists, government officials, and medical professionals.

The Social Innovation in Health Initiative (SIHI) Philippines Hub, in collaboration with Social Entrepreneurship to Spur Health (SESH), Asian Medical Students' Association-Philippines, and other partner organizations are seeking Filipino youth's ideas on how they imagine the future after the COVID-19 pandemic. Submission of youth-led social innovation projects during the COVID-19 pandemic is also welcome.

Champion | New Normal Poster Contest

DICT Field Operations Office Region VII and VIII, Visayas Cluster 2

Jun 2020