

NEFSTER SARDIDO

UI/UX Designer • Programmer



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Pinagbuhatan, Pasig

EDUCATION

Bachelor of Science in Information Technology at University of Rizal System

Aug. 2019 ~ May. 2023

- ❖ Cum Laude
- ❖ Proficiency Award
- ❖ Best in Research Award: Software Developmental Studies – “ePRODEL”
- ❖ Certificate of Appreciation: “Introduction to UI/UX Design using Figma” – Resource Speaker

Information and Communication Technology at Mary Mediatrix of All Graces Academy Inc.

Aug. 2016 ~ Apr. 2018

- ❖ With High Honors
- ❖ Computer System Servicing NC II
- ❖ Visual Graphics Design NC III

PROJECTS

Automated Traffic Light and Drawbridge Simulation

A project under Internet of Things where we utilize arduino and other sensors to automate a mini traffic light system integrated with a drawbridge system.

The Chase: Classic 2D Running Game

A simple project under Game Dev Subject, single-level endless game.

PROFILE

Enthusiastic IT Graduate with expertise in computer software and hardware servicing, C# / C++ Programming, Web Dev (HTML / CSS), and UI/UX Design. With a Computer System Servicing NCII and working knowledge of Visual Studio, VSCode, Unity, and Figma. I have a rounded tech skillet and a deep passion for technology. Having completed numerous projects during my studies and personal projects such as a console programs, mobile game, and mini traffic light simulation, I can make a positive impact within any IT department.

SKILLS

- UI/UX Design
- C#/C++ Programming
- Networking/Troubleshooting
- IOT/Arduino
- Basic Video Editing
- Basic 3D Modeling
- Prototyping
- Basic Web Dev

EXPERIENCE

Quality Control and Design Associate at Personiv Philippines

Sep. 2023 ~ Jan. 2024

- Took stationery card orders from customers (various cards from birthdays, holiday cards, sub weddings, etc.)
- Proofed orders ensuring all design elements are aligned with the design standards. (from minimum font sizes, appropriate font styles, alignment, grammar, etc.)
- Carefully and accurately double-check other orders proofed by other teammates. Communicate and discuss whenever necessary adjustments are needed to be done.
- Consulted the leads, customer service, and other editors whenever issues about some orders needed to be clarified before moving on to the next processes.
- Providing corresponding notes to the customer to ensure clear insights and satisfaction concerning their orders.
- Weekly meetings with the client and leads to monitor productivity and quality ratings.

On Job Training at NTEK Systems Inc.

Feb. 2023 ~ Apr. 2023

- Created 3D environment model for meta-verse games using Unity and Blender.
- Performed quality assurance testing on the developed game.
- Beta-Testing

Register Staff / Part-time Instructor at Mary Mediatrix of All Graces Academy Inc.

May 2018 ~ Dec. 2018

- Managing student profiles, request forms, and other DepEd and Tesda files in relation to education system of MMA.
- Assisting in teaching Computer System Servicing, ensuring students learn necessary skills for CSS National Certification.