Marjorie P. Matilos

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Summary

Motivated and detail-oriented Computer Engineering undergraduate with hands-on experience in UI/UX design and front-end development, seeking an OJT opportunity. Proficient in design tools such as Figma and Adobe Illustrator, with foundational skills in HTML, and Dart. Experienced in creating clean, user-friendly interfaces with a focus on simplicity and usability. Strong communication and collaboration skills, with a passion for turning ideas into functional and intuitive digital experiences. Continuously learning and improving through real-world projects and self-driven exploration.

Project Experience

Whaloo (Flutter) | *Feb 2025 – Present*

UI/UX designer / Frontend Developer
- Designed and prototyped a mobile student productivity app aimed at improving study habits and time management.
- Ensured responsive design and intuitive user interface across different device sizes for a seamless user experience.
- Created the official app mascot, "Whaloo," to strengthen branding and enhance user engagement.
- Built custom widgets and reusable components to streamline development and reduce code redundancy.

Tek-Trails (Unity)| *Jun 2024 – Jul 2024*

UI/UX designer / Game Designer / Frontend Developer
- Created character sprites and background designs for a Unity-based virtual life simulation game, inspired by Pou and centered on controlling a human character.
- Designed and implemented game UI layouts, including interactive buttons and menu screens, to ensure a visually engaging and user-friendly experience.
- Developed mini-games such as a Flappy Bird clone, a waste-sorting challenge (bio, non-bio, recyclable), and a food drop game.
- Created the front-end for the flashcard functionality, enabling users to interact with learning content through an intuitive and responsive interface.

Hiraeth for Bravery (Unity)| *Feb 2024 – May 2024*

Game Designer & Developer
- Developed a fantasy turn-based game inspired by Undertale, centered around narrative-driven battles and meaningful interactions with NPCs.
- Implemented core gameplay mechanics including turn-based combat
- Designed original character concepts and created character sprites to establish a unique visual identity.
- Utilized non-original background assets for educational purposes while focusing on game design, mechanics, and user experience.

Education

Bachelor of Science in Computer Engineering (BSCPE)
Cebu Institute of Technology – University | Expected Graduation: May, 2026

Senior High School Graduate
Cebu Institute of Technology - University | S.Y 2021-2022

Junior High School Graduate with Honors

CBD College | S.Y 2019-2020

Skills

C#, C, HTML, CSS, Adobe Illustrator, Dart, Arduino, Flutter, Unity, Time management, Computer literacy, Data analysis skills, Documentation review, Flexibility, Adaptability, Teamwork, Quality Assurance, Creativity.

Links

https://portfolio-marj.vercel.app/
https://www.linkedin.com/in/marjorie-matilos-a4767435a/