

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.

Skills

C, Adobe Illustrator, Dart, SQL, Arduino Flutter, Unity, Time management, Computer literacy, Data analysis skills, Documentation review, Flexibility, Adaptability, Teamwork.

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