

# Reu Uzziel Banta

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## OBJECTIVES

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To obtain a role in a collaborative technology environment where I can effectively contribute my UI/UX design, prototyping, and software testing skills towards innovative and user-centered projects.

## TRAININGS / SEMINARS ATTENDED

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### UI/UX Design and Automation

Three-months On-the-Job Training at Asenso IT Solution, Camalig, Albay

### Computer System Servicing NC II

One-month Training at TESDA Southern Luzon College, Legazpi City

### AI for Innovation and Social Impact 2024

Two-day workshop at Legazpi City Proxy Center

## EDUCATION

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### TERTIARY

<b>Bachelor of Science in Computer Science</b>	<b>2022 – 2025</b>
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Southern Luzon Technological Foundation Inc., Legazpi

<b>Bachelor of Science in Information Technology</b>	<b>2020 – 2022</b>
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2nd Year, 1st Sem Completed, 71 Units – STI Legazpi

### SECONDARY

<b>Asia Technological School of Science and Arts</b>	<b>2018 – 2020</b>
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Sta. Rosa, Laguna

<b>Sto. Domingo National High School</b>	<b>2014 – 2018</b>
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Sto. Domingo, Albay

### PRIMARY

<b>Bagong San Roque Elementary School</b>	<b>2007 – 2014</b>
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Sto. Domingo, Albay

## SKILLS & ABILITIES

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| <ul style="list-style-type: none"><li>• UI/UX Design</li><li>• Prototyping</li><li>• Wireframing</li></ul> | <ul style="list-style-type: none"><li>• GitHub Familiarity</li><li>• Cross-platform Design</li><li>• Figma &amp; Adobe XD</li></ul> |
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