

# Richard Jefferson V. Meneses

## IT INTERNSHIP

### CONTACT

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### INTERSHIP OBJECTIVE

Seeking an IT internship to fulfill a 400-hour academic requirement and apply technical skills in areas such as programming, system analysis, or UI/UX design through hands-on experience in real-world projects.

### EDUCATION

- Bachelor of Science in Information Technology (BSIT)**2021 - Present
- National University-Manila
- Relevant coursework in programming, web technologies, database systems, networking, systems analysis, and information security.
  - Relevant coursework in game development, multimedia design, digital imaging, animation, and audio engineering.
  - Recognized as a Dean's Lister in various terms for academic excellence
- Information and Communication Technology (ICT) Strand (SHS)**2018 - 2020
- University of the East - Manila, Philippines
- Basic programming
  - Graphic design and multimedia editing
  - Basic 2D and 3D animation

### WORK EXPERIENCE

- Freelance Graphic Designer**2021 - 2023
- Created pubmat designs, shirt designs, and cupsleeve designs for various events and organizations
  - Edited short promotional and event videos using CapCut and Canva

### ACADEMIC PROJECTS

- SURGE (Unity WebGL Educational Game, 2025)**
- Game Developer | Web Developer | UI/UX Designer
- Developed both the game and its companion website, handling core programming and visual design. Designed intuitive UI/UX layouts and seamless game flow, ensuring engaging user interactions. Programmed core mechanics, interactive features, and integrated responsive web interfaces for a smooth cross-platform experience.
- Unfolding Worlds (Short Film, 2024)**
- Editor | Scriptwriter
- Wrote and edited a short film about a student trapped in a time loop, blending themes of academic pressure and mental struggle. Focused on narrative structure and visual storytelling.

**UPTech (Website, 2024)**

Front-End Developer | UI/UX Designer

- Led the front-end interface design for a web app that handles appliance repair booking and tracking. Focused on user experience, accessibility, and responsive design.

**Cardibal (Mobile Game, 2023)**

Booth Manager | GUI Designer | Developer

- Designed the game interface for multiple mini-games including Color Blind Test and Slot Machine. Managed the exhibition booth during launch events and contributed to coding gameplay mechanics.

**Metamatch (Website, 2023)**

UI/UX Designer

- Created a clean and user-friendly layout to help users compare PC components. Emphasized intuitive navigation and modern visual hierarchy.

**LAROSHE (Educational Game, 2023)**

UI/UX Designer

- Designed interfaces for two mini-games aimed at young children: Shape Matcher and Color Matcher. Prioritized child-friendly visuals, clarity, and engaging interaction.

**SKILLS**

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**Hard (Technical) Skills**

- **UI/UX Design:** Figma, Canva, Photoshop, wireframing, responsive design, user-centered workflows
- **Video Editor:** Capcut
- **Programming Languages:** HTML, CSS, JavaScript
- **Frameworks & Tools:** Bootstrap, Unity, Android Studio
- **Version Control:** Git, GitHub

**Soft (Interpersonal) Skills**

- Team leadership and collaboration
- Adaptability in remote/hybrid settings
- Clear documentation and communication
- Creative problem-solving
- Attention to detail
- Time management

**CHARACTER REFERENCES**

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Available upon request.