

Richard Jefferson V. Meneses

IT INTERNSHIP

CONTACT

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INTERNSHIP 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) National University-Manila	2021 - Present
Information and Communication Technology (ICT) Strand (SHS) University of the East - Manila, Philippines	2018 - 2020

- 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

WORK EXPERIENCE

Freelance Graphic Designer	2021 - 2023
<ul style="list-style-type: none">• 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	
<ul style="list-style-type: none">• 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

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

Available upon request.