Richard Jefferson V. Meneses

UX/UI Designer | Front-End Developer | Multimedia Design | Game Development

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OBJECTIVE

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

SKILLS

Hard (Technical) Skills
- **UI/UX Design:** Figma, Canva, Photoshop, wireframing, prototyping, responsive design, user-centered workflows
- **Video Editing:** 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 communication and documentation
- Creative problem-solving
- Attention to detail
- Time management

EDUCATION

Bachelor of Science in Information Technology specialize in Multimedia Arts and Animation (BSIT-MAA)   2022 - 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.

Game Loading Screen (Unity)   **2025**

Logo Designer | Camera Director
- An interactive Unity loading screen designed for the game Sword, featuring an animated background of the sword in the stone and smooth transition effects.

Texture that Tell a Story (Unity)   **2025**

Camera Director
- Texture That Tells Stories' is a 3D environment brought to life using Unity by applying realistic or stylized textures. The video showcases a creepy and eerie atmosphere unfolding in the scene.

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.

CHARACTER REFERENCE

Available upon request.