



ARBIE ROD L. BANGIT

EDUCATION

Bachelor of Science in Mathematics with specialization in Computer Science

Bulacan State University
expected: 2024
Dean's List for 4 semesters
(1st-3rd yr)

SKILLS

- Website Design (UI/UX)
- Proficient in: Adobe Suite
(Photoshop, Illustrator,
Premiere Pro, After Effects)
- HTML, CSS, Javascript, PHP,
C#
- Prior Experience: C++
- Game Development (Unity,
GDevelop)

CONTACT

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🌐 arlbdev.github.io/portfolio
San Miguel, Bulacan

EXPERIENCES

UI/UX Designer *Course Requirement*

- Developed and implemented user-centered design principles to create an intuitive and visually appealing user interface for a hospital's electronic record and keeping system using Figma, PS and Illustrator.
- Created wireframes, prototypes, and mockups using industry-standard design tools, ensuring seamless navigation and optimal user experience.

Website Developer *Course Requirement*

- Led the development of a comprehensive electronic record and keeping system for a hospital, encompassing the design and presentation of the entire system.
- Utilized HTML, CSS, JavaScript and PHP to create a robust and user-friendly interface.
- Developed custom modules and functionalities, tailored to the specific requirements of the hospital.

Game Developer *Course Requirement*

- Developed engaging and interactive games using C# in the Unity game engine, focusing on gameplay mechanics, user experience, and performance optimization.
- Implemented core gameplay features, such as player controls, AI behavior, physics systems, and game progression mechanics.
- Created personal side projects in GDevelop, exploring various game genres and experimenting with game mechanics and design concepts.

Video Editor *Freelance and Personal & Charity Projects*

- Worked as a freelance video editor, creating visually compelling and engaging video content for clients from various industries.
- Utilized video editing software, such as Adobe Premiere Pro & AFX, to edit and refine video footage, enhancing storytelling and visual impact.