Nicole Mariss A. Enriquez

Software Engineer / UI/UX Designer/ Software QA Tester

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PROFILE

A Bachelor of Science in Computer Science graduate from Visayas State University with a strong foundation in software development and UI/UX design. Skilled in Vue.js, Next.js, C#, ASP.NET, Figma, and Adobe Illustrator, with hands-on experience in building responsive, user-friendly web applications. Passionate about creating clean and accessible designs while contributing to collaborative and agile development. Known for adaptability, teamwork, and leadership in both academic and project settings.

EDUCATION

Bachelor of Science in Computer Science
Visayas State University
Oct 2020 – Jul 2025   Baybay City, Leyte

Thesis: MATEMATIKA: Development of a Game-based Learning Platform for Self-paced Math education for Grade 1 Students in Isabel, Leyte.

SKILLS

Languages: C#, Python, JavaScript, Gdscript
Markup & Styling: HTML, Tailwind/CSS
Database : Firebase, MySQL
Frameworks: Vue, Next.js, .NET, GODOT
Tools & Platform: Git, Jupyter, R
Design Tools: Figma, Adobe XD, Adobe Illustrator

LEADERSHIP

3th Year Reprsentative
VSU Computer Science Student Society – CS³
A.Y 2022-2023

Treasurer
VSU Computer Science Student Society – CS³
A.Y 2023-2024

WORK EXPERIENCE

On-the-Job Trainee
Alliance Software Incorporated
Jun 2024 – Aug 2024   Cebu City, Leyte

- Served as Lead UI/UX Designer, Front-End Developer, and QA, taking initiative in design, development, and testing tasks during OJT.
- Designed wireframes and mock-ups using Figma to plan and visualize user interfaces.
- Developed user interfaces using ASP.NET and MySQL, ensuring layout consistency and usability.
- Conducted functional and usability testing across browsers and devices, identifying and resolving UI/UX issues to improve user experience.
- Contributed to project management by assisting with documentation and meeting minutes, while supporting task coordination and team communication using ClickUp and Discord.
- Utilized GitHub for version control and collaborative development, ensuring smooth workflow and proper code management.

PROJECTS

MATEMATIKA: Development of a Game-based Learning Platform for Self-paced Math Education for Grade 1 Students in Isabel, Leyte
Fullstack Developer   November 2024 – May 2025

- Matematika is a game-based, self-paced learning platform designed to help Grade 1 students strengthen their math skills through interactive and educational games aligned with the MATATAG curriculum.
- It features a mobile app (Godot Engine & Firebase) where students can play engaging math games and take assessments, and a teacher web portal (Next.js, React, Tailwind CSS) for managing classrooms, tracking student progress, and creating assessments.
- The game design and visuals were created using Canva and Adobe Illustrator, while the system was developed following the Software Development Life Cycle (SDLC) for quality and efficiency.

TabangMesa – Help Desk Ticketing System
UI/UX Designer, Front-end Developer   Jun 2024 – Aug 2024

- The Help Desk Ticketing System is a project developed during the Summer Bridging Program 2024 at Alliance Software Inc. using ASP.NET, featuring modules for user management, ticket creation and tracking, role-based access, reporting, and a knowledge base to streamline school support operations.