

BIEN CARLO G. CASTILLO

UI/UX DESIGNER | FRONTEND DEVELOPER



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A student pursuing a Bachelor of Science in Information Technology with a specialization in Front-End Development and UI/UX Design aims to further improve their skills and effectively use them to support and create projects they can be proud of, while also seeking to learn, acquire new skills, experience new things, and grow as a developer.

TECHNICAL SKILLS

Figma	CSS	Collaboration	Adaptability
Front-End Developer	JavaScript	Teamwork	Creative Thinking
User Interface (UI) Design	Kivy	Time Management	Problem Solving
HTML	KivyMD		
Visual Design	Microsoft 360		

EDUCATION

Polytechnic University of the Philippines - Sto. Tomas Campus

2021 - 2025

Bachelor of Science in Information Technology

- Capstone on "TICA: A TECHNOLOGICAL INNOVATION FOR COMMUNICATION IN APRAXIA".
- Part of the Graphic and Media Design and Technical Committee for Computer Society.
- Consistent President Lister from First Year up until now.
- Magna Cum Laude

ACADEMIC EXPERIENCE

TICA: A TECHNOLOGICAL INNOVATION FOR COMMUNICATION IN APRAXIA - A

2024 - 2025

MOBILE APPLICATION UTILIZING AI-DRIVEN SPEECH THERAPY FOR CHILDREN

WITH APRAXIA - UI/UX Designer, Front-End Developer

- Studied a more fitting programming language to fully make the application more suitable for target users.
- Analyzed the need and focus of the application to cater the possible users of the application.
- Coordinated with the document team as well as the client to fulfill the required standards and functionalities of the system.
- Conducted user research and usability testing to understand user behavior and identify design improvements for a seamless user experience.
- Designed and iterated wireframes, mockups, and interactive prototypes using Figma to visualize and refine user interfaces for web and mobile applications.
- Collaborated closely with document team to ensure accurate and efficient implementation of design concepts while maintaining consistency and usability.
- Developed design systems and style guides to streamline the design process and ensure a cohesive look and feel across projects.
- Ensured that all UI/UX solutions aligned with client brand guidelines and accessibility standards for inclusive design.

POSITIVE AID LINK (PAL): A MENTAL HEALTH SCHEDULING AND SERVICE

2023 - 2024

PLATFORM FOR HEALSPACE, LIPA - UI/UX Designer, Front-End Developer

- Utilized Figma to develop and design a cohesive user interface for both users and admin of the website.
- Coordinated closely with the head of the clinic to further enhance the system to provide what the client is asking for.
- Conducted an interviews with the client to understand the needed functionalities of the website , iterating on design prototypes to address user main points and improve satisfaction.
- Built reusable components and templates to maintain consistency across interfaces, streamlining development workflows and saving time on future projects.
- Worked closely with developers and document team to bridge design and technical execution, ensuring designs were implemented with precision and adherence to the intended user experience.

EXPERIENCE

URBN - UI/UX Designer, Front-End Developer

2022 - 2023

- Created user interface for a dynamic website that adapted based on the time of day, providing a seamless transition between the cafe and bar themes.
- Created time-sensitive UI elements, ensuring the website theme shifted smoothly from day to night, with appropriate color schemes, typography, and imagery for each period.
- Designed responsive layouts optimized for mobile, tablet, and desktop, ensuring that users could access the site from any device.
- Used Figma to create wireframes, prototypes designs for the website, focusing on intuitive interaction and aesthetic appeal.
- Developed user interfaces with seasonal themes, including color palettes and interactive elements, to align with special events or campaigns.

Excell Revamp - UI/UX Designer, Front-End Developer

2025

- Took an initiative to partake in its UI/UX revamp, transitioning from a standard design to a more modern, simple-cut interface.
- Conducted a market research against similar industry to identify best practices in navigation and user engagement.
- Implemented designs using Figma and practiced the use of auto-layout. Also, experienced to use Plasmic in building the actual website itself.
- Collaborated with people to further discuss what it lacks and what more we can improve on the design and development of the website focusing on the intuitive user interaction and standards.

WORKSHOPS AND SEMINARS

Unlocking your Research Potential: Research Writing Essentials, Presentations, and Publications | Webinar

January 2024

PUP Sto. Tomas

- Developed skills in writing clear, concise, and impactful research papers.
- Gained a comprehensive understanding of essential paper components, including the introduction, methodology, literature review, results, and discussion, to structure research logically.
- Honed the ability to present research findings clearly and confidently to diverse audiences.
- Familiarized with the process of preparing and submitting research papers for publication in academic journals and conference proceedings.

TECHQUEST: Decoding the Matrix of Software Development | Seminar

April 2024

PUP Sto. Tomas

- Gained knowledge of best practices for writing clean, and maintainable code to ensure long-term efficiency and quality in software projects.
- Developed proficiency in version control using Git and GitHub, including collaborative techniques for seamless team-based development.
- Strengthened teamwork and collaboration skills by working effectively with teams, fostering a dynamic and productive development environment.

ISKOnnovation: Sparking a Culture of Innovation and Multidisciplinary Collaboration towards Sustainable Future | Workshop

May 2024

PUP Sto. Tomas

- Learned to collaborate effectively with my team to perfectly execute our plan for the pitch as well as honing our skills to further develop our strategic and innovative ideas.
- Winning Third Place in Ideathon: gaining a once in a lifetime experience by creating an innovative idea while

ADDITIONAL INFORMATION

- **Languages:** English, Filipino
- **Organizations:** Dibujo Art Society, Computer Society
- **Interests:** UI/UX Design, Web Development, Front End Development, Visual Design
- **Portfolio:** <https://cherubien.github.io/index.html>