

Marnien Cueba

UI/UX Designer & Frontend Developer

Details

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Address

Danglag, Consolacion, Central Visayas, 6001, Philippines

GitHub

<https://github.com/codemarns>

Portfolio

<https://marniencueba-portfolio.vercel.app/>

LinkedIn

<https://ph.linkedin.com/in/marnien-cueba-96a419200>

Summary

I am a creative and detail-oriented UI/UX designer and frontend developer with eight years of experience, possessing a deep understanding of user behavior and a sharp eye for aesthetics and concentrating on developing designs that are user-friendly, dynamic, and intuitive to satisfy clients.

Employment History

❖ RWB Smart Solutions Inc. – MDCT Building - Cebu Business Park – Full-time

➤ **UI/UX Designer** June 2024 – present

- Revamp RWB website. From gathering requirements, visualizing the data into design, to frontend development.
- Lead most of the design projects with the team.
- Create and improve design systems based on company branding.
- Create template component designs for casino template web and mobile designs.
- Gather requirements based on their existing projects to help build and improve the template designs.
- Improve the existing templates with regards to proper hierarchy of fonts, spacing, and overall consistency of the design.
- Do research for additional information needed to complete the design.
- Gather feedback to improve the design.
- Perform UI/UX.

❖ UNAKAYO – San Diego, CA – Freelance

➤ **UI/UX & Frontend Developer** April 2024 – June 2024

- Redesign old Unakayo landing page design to modern design trends.
- Design an admin portal application for Unakayo.
- Gather requirements based on client discussion.
- Create wireframes, sitemaps, process flows, low and high fidelity mockups, and prototypes of the project.
- Do research for additional information needed to complete the design.
- Gather feedback to improve the design.
- Converted designs into code.
- Perform UI/UX.

❖ GOOD FOLKS – Sweden – Freelance

➤ **UI/UX & Frontend Developer** April 2024 – June 2024

- Gather requirements based on client discussion.
- Create wireframes, sitemaps, process flows, low and high fidelity mockups, and prototypes of the project.
- Do research for additional information needed to complete the design.
- Participate in other tasks related to frontend development.

- Perform UI/UX.
 - Convert designs into code.
- ❖ **PROJECTGREY INC.** – Pasig City, Metro Manila – Freelance
- **Web Developer** November 2023 – June 2024
 - Fixed existing issues and improved designs based on client needs and requirements.
 - Established design guidelines, standards and best practices.
 - Designed and developed new features based on client specifications.
 - Took responsibility for responsiveness on both web and mobile pages and designs.
 - Integrate CMS data to some static pages.
- ❖ **FUCKING DIGITAL - Matthias Dunker** – Dusseldorf, North Rhine-Westphalia, Germany – Freelance
- **Product Designer / Developer** February 2024 – February 2024
 - Helped reach goals by doing research and gaining solutions to execute in the project.
 - Helped identify the problems beforehand.
 - Made spikes for future use.
- ❖ **DNA MICRO SOFTWARE INC.** – St. Moritz Rd, Gorordo Ave, Kamputhaw, Cebu City – Full-time
- **UI/UX Research and Development Team Lead** September 2022 – August 2023
 - Developed components to be used in multiple projects.
 - Worked with the UAT team and team members to obtain high-quality results.
 - Worked with a direct manager to obtain fundamental requirements for each component based on project requirements.
 - **Software Engineer UI Team Lead (R&D)** July 2022 – September 2022
 - Conducted research on fundamental requirements for each component.
 - Worked closely with the supervisor to obtain high-quality results.
 - Developed spikes for complex components. Once approved, it'll be added to Storybook and used in actual development.
 - **Software Engineer UI Team Lead** June 2021 – July 2022
 - Led daily team meetings to discuss the objectives and top priorities.
 - Worked with team members to provide high-quality results.
 - Worked with a direct manager to obtain fundamental requirements for each component based on project requirements.
 - **Software Engineer UI** March 2020 – June 2021
 - Established design guidelines, standards, and best practices.
 - Maintained the appearance of websites by enforcing content standards.
 - Communicated design ideas using user and process flows, sitemaps, and wireframes.
- ❖ **OUR GLOBAL TEAM** – Globe Tower Building - Cebu Business Park – Full-time
- **Website Developer** March 2019 – March 2020
 - Established design guidelines, standards and best practices.
 - Tested and improved the design of the website.
 - Maintained the appearance of websites by enforcing content standards.
 - Took responsibility for responsiveness on both web and mobile pages and designs.
- ❖ **LITECLOUD CORPORATION** – Sanson Rd, Lahug, Cebu City – Full-time
- **UI/UX / Web and Graphic Designer** January 2018 – March 2019
 - Train multiple batches of newly hired interns.
 - Designed debit cards for a sister company (Equicredit).
 - Designed emergency signages for building purposes.
 - **UI/UX / Web and Graphic Designer (Intern)** July 2016 – January 2018
 - Redesigned Litecloud website.
 - Redesigned company ID including sister company - Equicredit.
 - Designed icons, logos, and mockups to be used across multiple projects.

- Designed banners, brochures, and magazines for marketing purposes.
- Designed visual imagery for websites and ensured that they were in line with clients' branding.

Skills

❖ HARD SKILLS

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|----------------------|----------------|---------------------|
| ➤ HTML5 | ➤ React JS | ➤ Jest |
| ➤ CSS3 / Vanilla CSS | ➤ Next JS | ➤ Adobe Photoshop |
| ➤ Tailwind CSS | ➤ Vite JS | ➤ Adobe Illustrator |
| ➤ styled-components | ➤ Angular | ➤ Adobe XD |
| ➤ SASS / SCSS | ➤ React Native | ➤ Gimp |
| ➤ Bootstrap | ➤ Storybook | ➤ Inkscape |
| ➤ Javascript | ➤ Turborepo | ➤ Mockflow |
| ➤ Typescript | ➤ Rest API | ➤ Figma |
| ➤ Git | ➤ Yarn | ➤ Azure Boards |
| ➤ Gitlab | ➤ VS Code | ➤ Slack |
| ➤ Github | ➤ Sublime | ➤ Miro |
| ➤ NPM | ➤ Ring Central | ➤ Draw.io |

❖ SOFT SKILLS

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| ➤ Communication | ➤ Creativity | ➤ Determination |
| ➤ Teamwork | ➤ Critical thinking | ➤ Organization |
| ➤ Leadership | ➤ Decision-making | ➤ Adaptability |
| ➤ Problem solving | ➤ Conflict resolution | ➤ Analytical thinking |
| ➤ Attention to detail | ➤ Design thinking | ➤ Coaching & Mentoring |
| ➤ Flexibility | ➤ Proactivity | ➤ Requirements gathering |

Education

INFORMATION TECHNOLOGY

Center for Industrial Technology and Enterprise | CITE Technical Institute Inc.
San Jose, Cebu City
September 2014 - 2017

CAMPUS INVOLVEMENT

Chairman | PALETTE ART CLUB

- Performed art presentation every year
- Organized monthly get-together
- Conducted art program
- Visited art museum

Other Involvements

❖ SSG PRESIDENT

Pakna-an National High School
Pakna-an, Mandaue City, Cebu
S.Y. 2012 - 2013

❖ YOUTH PRESIDENT

Zone Carrots, Pakna-an, Mandaue City, Cebu
Year 2013

Certification

NATIONAL CERTIFICATE II in COMPUTER HARDWARE SERVICING
Salinas Drive, Lahug, Cebu City
May 2016

References

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