

# Marnien Cueba

UI/UX / Frontend Developer

## Details

### Phone

+63 922 422 6708

### Email

marniencueba94@gmail.com

### 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

Detail-oriented, UI/UX and Frontend Developer with 7 years of office experience, focusing on creating components that will be used across various projects. Designing user interfaces, and user experience design using Figma. I am a collaborative and creative developer with experience in HTML, CSS, TailwindCSS, React, JavaScript, Typescript, and other front-end frameworks such as Next.js. I create dynamic and responsive interfaces that give excellent user experiences.

## Employment History

### ❖ UNAKAYO – San Diego, CA – Freelance

#### ➤ **UI/UX & Frontend Developer** April 2024 – present

- 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.
- Perform UI/UX.
- Convert designs into code.

### ❖ GOOD FOLKS – Sweden – Freelance

#### ➤ **UI/UX & Frontend Developer** April 2024 – present

- 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.
- Perform UI/UX.
- Convert designs into code.
- Participate in other tasks related to frontend development.

### ❖ PROJECTGREY INC. – Pasig City, Metro Manila – Freelance

#### ➤ **Web Developer** November 2023 – present

- 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 and once approved, it will be added to Storybook and will be used in actual sprint 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** – Cebu Business Park - Globe Tower Building – 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
    - Trained 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

- |                      |                |                     |
|----------------------|----------------|---------------------|
| ➤ 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

- |                       |                       |                          |
|-----------------------|-----------------------|--------------------------|
| ➤ 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

---

## Certification

**NATIONAL CERTIFICATE II** in COMPUTER HARDWARE SERVICING

Salinas Drive, Lahug, Cebu City

May 2016

---

## References

**Maria Isidora Lagahit**

Human Resource Manager

+63 916 380 6528

[marialagahit70@gmail.com](mailto:marialagahit70@gmail.com)

**Francis Daniel Ramirez**

Software Engineer

+63 908 227 8915

[yoman\\_dj@yahoo.com](mailto:yoman_dj@yahoo.com)

**Henry Dy**

Senior Full-stack Developer

+63 977 778 3440

[henrydyx@gmail.com](mailto:henrydyx@gmail.com)