Edward Ortego Magdaraog

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HIGHEST EDUCATIONAL ATTAINMENT

Technological Institute of the Philippines   Quezon City
Bachelors of Science in Information Technology   *Graduated: Sept 2024*

EXPERIENCE

Trade Dynamics Consulting International Inc.   *Sept – Dec 2022*
Android App Development Intern
- Developed a CakePHP3 website with a MySQL database, managed through phpMyAdmin and built a REST API android app in Kotlin that fetched data from CakePhp3 web using JSON, with data binding, view binding, and live data.
- Used GitHub to manage repositories, regularly applied git commands for version control and implemented GitHub action workflows with discord webhooks to automatically send unit test logs to Discord.

Department of Labor and Employment   *Aug – Dec 2024*
Government Internship Program (GIP)
- Rendered service as health facility frontliner and encoder.

Freelance/Self-Employed   *July 2020 – June 2022*
Graphic Designer
- Designed various branding materials including logos, layouts, stickers, and decals, tailored to client needs, using adobe ai and photoshop, delivering custom design. Used AnyCut software for contour cutting and die-cutting of stickers and T-shirt layouts ensuring precise cut and print using jinka cutting plotter.
- Collaborated remotely with clients to ensure their design needs were met efficiently and effectively.

PROJECTS

Mathuto: A mobile learning application using Sorting Algorithm   *Jan – July 2023*
Full-stack Developer
- Designed exclusively for Grade 6 students of Ampid 1 Elementary School. Implemented mobile learning elements such as text, zoomable images, text-to-speech, videos, simulations and quizzes to enhance learning.

Bakery Locator   *March – April 2019*
UI Designer
- Developed a user-friendly mobile app in Android Studio using Java for locating bakery shops around TIP-QC. It helps the user find the nearby bakeries and offers detailed route instructions for easy navigation.

CERTIFICATES

UI Design Bootcamp   Ortigas Center, Pasig City
Frost Design and Consulting Group Inc.   *Aug 12, 2025*
- Competed with many skilled and experienced designers in a 1-week intensive UI Design Bootcamp while gaining hands-on experience about UI principles such as typography, padding, spacing, alignment, line height, proper/micro adjustment, hierarchy, font, letter spacing, linear scaling, responsive layouts, compact design, icon design, design systems, trimming, readability, contrast, balance and consistency.

Google UX Design   Coursera
Google   *Feb 16, 2025*
- Completed the google ux design coursera online course covering user research, wireframing, prototyping (Lo-Fi and Hi-Fi), usability testing, and UI development in Figma.

UX+ Conference   SMX Convention Center, Pasay
UX+   *Aug 18, 2024*
- Enhanced creativity, problem-solving, and resilience while exploring AI's role in optimizing workflows and communication.
- Gained insights on adaptability, innovation, and emerging UX design trends from industry leaders.

SKILLS

- **Programming Languages**: Kotlin and JavaScript
- **Front-End Stack**: HTML, CSS, XML
- **Databases**: SQLite, MySQL
- **Software**: Android Studio, Visual Studio Code, Figma, Adobe Illustrator and Photoshop
- **Microsoft Office**: Word, Excel, and PowerPoint
- **Project Management**: GitHub, Git
- **Soft Skills**: Creativity, Attention-to-details, Time Management, Active Listener
- **Hard Skills**: Visual Design, Responsive Design, Hierarchy, UI Design Principles

CHARACTER REFERENCES: Available upon request