

BEA FATIMA C. DINGSON

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Portfolio: <https://fatimabea.github.io/>



PROFESSIONAL SUMMARY

Detail-oriented UI/UX Designer and recent Computer Science graduate with a unique blend of creative design skills and technical front-end expertise. Proven ability to translate user needs and data into intuitive, accessible, and user-friendly interfaces using Figma. Eager to leverage foundational knowledge in HTML, CSS, and JavaScript to collaborate with engineering teams. Proactive in learning and integrating new tools to optimize the design workflow, ensuring immediate contribution to the development of engaging, high-quality digital products.

EXPERIENCE

UI/UX Designer Intern

February 2025 - April 2025

New Era Signs and Graphics, Cavite

- Created wireframes, prototypes, and user flows to clearly communicate design concepts and map out the overall product architecture.
- Designed and implemented user-friendly interfaces and improved overall user experience by applying principles of intuitive navigation using Figma
- Wrote and styled web pages using HTML and CSS techniques to structure content, create dynamic and adaptive layouts
- Implemented interactive features and dynamic content using JavaScript to enhance user engagement and functionality

PROJECTS

Figura et Estilo (UI/UX Designer)

Virtual Fashion Assistant

- Conducted user research such as interviews and usability testing to understand user needs and inform design strategy.
- Designed and implemented user interfaces using Figma, applying UX principles
- Collaborated with Product Manager and developers to translate business goals into user-centric solutions.
- Contributed to the design system to ensure visual consistency and scalability across the product suite.
- Conducted quality assurance testing to identify and resolve issues

Get Out Alive (Assets and UI/UX Designer)

Mobile Game

- Designed and implemented user interfaces using Figma, applying UX principles
- Collaborated on game design, including requirements, storyline, and level design
- Created pixel art furniture assets using Aseprite
- Developed game levels and integrated assets in Godot
- Utilized GitHub for code management and team collaboration

Promee Productivity Tool (UI/UX Designer and Frontend Developer)

Mobile Application

- Created wireframes, user flows, and interactive prototypes to define the product structure, user journeys, and screen-to-screen interactions.

- Designed and implemented user interfaces using Figma, ensuring visual consistency and applying core UX principles for optimal usability.
- Developed a functional Android UI in Android Studio using Java and XML, featuring a floating action button for navigation and seamless page transitions
- Utilized GitHub for code management and team collaboration to maintain version control and streamline the development workflow.

SKILLS

- Programming Languages: Java, C#, XML, HTML, CSS, JavaScript, SQL
- IDE: Android Studio, Godot, Visual Studio Code
- Design Tools: Figma, Aseprite
- Version Control: GitHub

EDUCATION

Bachelor of Science in Computer Science
STI College Dasmariñas

2021 - 2025

IT in Mobile App and Web Development
STI College Dasmariñas
Senior High School

2019 - 2021

CERTIFICATIONS

- **Cybersecurity 101: Cybersecurity for Everyone**, STI College Dasmariñas - December 2024
- **Java Foundations**, Oracle Academy - June 2022

EXTRACURRICULAR ACTIVITIES

- **Programming Club Member**, STI College Dasmariñas (July 2019 - June 2021)