

JANELLE MONTES

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Purok 7, Barangay VII, Lukban Subdivision, Daet, Camarines Norte

Graduating IT student with foundational skills in system analysis, UX/UI design, system development, computer networking, and providing both technical and administrative support. Strongly interested in designing user-centered systems that prioritizes usability, accessibility, and practical functionality. Known for being honest, enthusiastic, and detail-oriented, with a strong work ethic and commitment to delivering quality outputs. Eager to continuously learning new technologies, improve design, and technical skills, and contribute effectively to collaborative projects and organizational goals.

WORK EXPERIENCE

Video Streaming

August 2021 - January 2026

Computer Operator

- Operated and managed audio and video streaming systems for online, and on-site meetings, events, seminars, and organizational events.
- Set up, tested, and monitored cameras, microphones, mixers, projectors, and streaming software to ensure clear audio quality and uninterrupted live broadcasts.
- Provided real-time technical support and troubleshooting during events, minimizing downtime and ensuring smooth event execution.
- Coordinated with organizers, speakers, and technical teams to meet streaming requirements and schedules for professional event delivery.

PROJECT EXPERIENCE

TRICYPAY: A Smart and Integrated Transportation

June 2025 - December 2025

Management System for Tricycle Operations

System Analyst | Developer | UX/UI Design

- Collaborated in a capstone research project that applied the Agile methodology to analyze, design, and iterate system requirements for a comprehensive tricycle operations management system.
- Conducted requirement and process analysis for multiple target users across two related government units, as well as operators, drivers, and commuters.
- Analyzed and designed web-based systems for managing tricycle registration, records, and transactions as well as for monitoring, managing, and resolving tricycle driver's traffic violations.
- Designed system workflows and user interfaces for a mobile application supporting digital commuting features such as transparent fare calculation, real-time reporting, driver assignment, notification and status monitoring.
- Contributed to the design and integration of a payment device connected to mobile application to support exact fare payment and automated change dispensing.
- Implemented front-end components and assisted in system integration using React and Node.js, ensuring responsive performance and smooth system interaction.
- Utilized a shared Supabase (PostgreSQL) database as centralized storage for tricycle operations, enabling seamless data synchronization and reliable record management across multiple connected systems developed by the team.
- Translated analyzed requirements into user cases, system workflows, and UI/UX prototypes, and participated in iterative testing and refinement based on stakeholder feedback.

Computer Laboratory Networking Installation

October 2024 - December 2024

Technical Assistant

- Assisted in the planning and installation of Ethernet cabling for a computer laboratory environment to support stable and efficient network connectivity.

VocabGrow - Game-Based Vocabulary learning Mobile App

April 2024 - May 2024

UX/UI Design

- Designed a commissioned mobile application prototype focused on game-based vocabulary learning for children, emphasizing engagement, accessibility, and age-appropriate interaction.
- Created colorful, child-friendly interfaces and interactive screens to support vocabulary building through playful learning activities.
- Design structured user flows for features such as word input, daily vocabulary prompts, achievements, and learning categories.
- Developed wireframes and high-fidelity prototypes using Figma, ensuring consistent visual design, intuitive navigation, and ease of use.
- Applied user-centered design principles to support effective learning experiences and positive user engagement in an educational game environment.

CNMEDSAVER System Prototype

October 2023 - December 2023

UX/UI Design

- Designed a mobile application prototype accessed through QR code scanning to assist users seeking immediate medical financial supports through a streamlined digital process.
- Developed user flows that automatically examines eligibility of user and generate recommendations based on inputted information.
- Created wireframes and high-fidelity prototypes using Figma, emphasizing clarity, accessibility, and user-centered design principles.
- Refined and iterated designs based on usability considerations and system requirements to improve overall user interaction and experience.

EDUCATION

Camarines Norte State College- F. Pimentel Avenue,

August 2022 - June 2026

Barangay II, Daet, Camarines Norte**BS in Information Technology**

- Dean's Lister
- 1st Place Poster Prototype Design
- 2nd Place IoT EXPO 2024

TECHNICAL SKILLS

PROGRAMMING

- Basic Knowledge in Java, Python, React, and Node.js
- Basic Knowledge in HTML, CSS, and Javascript

DESIGN

- Canva
- Figma

OTHERS

- Basic knowledge in Unity Software
- Basic knowledge in 3Ds Max
- Basic knowledge in Adobe After Effects and Media Encoder

- Basic knowledge in Computer Networking

SEMINARS AND CONFERENCE ATTENDED

FROM SCROLL TO SKILL: Empowering Students and Job Seekers Through Artificial Intelligence

March 14, 2025

Daet, Camarines Norte

Our Lady of Lourdes College Foundation

Creative Portfolio Making

March 11, 2025

Daet, Camarines Norte

Camarines Norte State College

BITSCON (Bicol IT Student Congress)

April 25-26, 2024

Daet, Camarines Norte

Camarines Norte State College

Reference(s) available upon request.