



Education

Technological Institute
of the Philippines - Manila
BSIT(2010 - 2014)

Skills

- UX / UI Development
- Web Design
- Web Development
- Print Design
- Branding

Tools

- Sketch
- Figma
- XD
- Protopie
- Lottie Files
- Flowmapp
- InVission
- Octupos.io
- Photoshop
- Illustrator
- InDesign
- Premier
- After Effect
- Audacity
- OpenShot
- HTML
- CSS
- SCSS
- Javascript
- JQuery
- Bootstrap
- Tailwind
- Wordpress
- PHP
- React JS
- VS Code
- Xampp
- GIT

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Objective:

To be able to apply my knowledge as UX / UI designer and benefit the company with the experience I've gained throughout the years.

Career Journey

▶ E-Horizon Phils. Inc.

UX / UI DEVELOPER

2022 - Present

Responsibilities

- Conduct Qualitative and Quantitative research on possible End-Users
- Apply research to make solutions according to the gathered data.
- Engineer Components to be used by developers
- Create wireframes and prototypes for products
- Communicate with the product owner and relay to the developers
- Present prototypes to the product manager, project manager and product owner

▶ Think DWM Inc.,

UX / UI DESIGNER

2020 - 2022

Responsibilities

- Create Wireframe & prototype using Flowmapp as basis
- Create Web Design for products which will be coded after it is Approve
- Provide branding Designs which will be used on the products of the company
- Provide Marketing Collateral which has to be print ready.
- Convert approved PSD to HTML

▶ Xerosoft Inc.,

UX / UI DESIGNER

2018 - 2020

Responsibilities

- Create Web Design for products which will be coded after it is Approve
- Provide branding Designs which will be used on the products of the company
- Provide Marketing Collateral which has to be print ready.
- Convert approved PSD to HTML

