

Keith Barrientos

UI/UX DESIGNER
Philippines



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 www.linkedin.com/in/keithbarrientos/
 [My Portfolio](#)

EDUCATION

BS Computer Science

Polytechnic University of the Philippines (PUP)

2018 – 2022

- GPA 1.21 -1.50, President's Lister for 5 Semesters
- GPA 1.59 - 1.67, Dean's Lister for 3 Semesters
- Lead in the UI/UX design and frontend development for various projects. This included creating user interfaces and front-end solutions for sales management systems used by a dermatology clinic, a library, event management systems, lotto game and web-based sentiment analysis tool, all crafted meticulously with Figma, HTML, Bootstrap, and CSS.

STEM

Christian Ecclesiastical School

2016 – 2018

Graduated, With Honors

SKILLS

- User Experience
- User Interface
- Web & Mobile App Design
- Responsive Web Design
- User-Centered Design
- Prototyping
- Manual QA Testing
- Technical Documentation
- Requirements Gathering
- User Research
- Video Editing

PROFILE

I'm a passionate UI/UX designer who wants to explore, learn, and grow in this field. My career journey is motivated by the desire to contribute to the UX community in the Philippines and raise awareness about the significance of UI/UX in the world of product development. I aspire to make UX more recognized and valued, with the aim of not only meeting but exceeding user expectations. My goal is to create digital products that offer seamless, intuitive, and delightful user experiences.

EXPERIENCE

UI/UX Designer

National Center for Mental Health

OCT 2022 – PRESENT

- Investigated user experience design requirements.
- Developed and conceptualized a comprehensive UI/UX design strategy for NCMH applications.
- Produced high-quality UX design solutions through wireframes, visual and graphic designs, and prototypes.
- Designed UI elements and tools such as navigation menus, search boxes, tabs, and widgets.
- Tested UI elements such as call-to-actions (CTAs), banners, page layouts, page designs, and page flows.
- Collaborated with the team of developers and project manager to ensure the creation and delivery of tailored experiences for the users.
- Provided advice and guidance on the implementation of UX research methodologies and testing activities in order to analyze and predict user behavior.
- Participated in planning activities for the project lifecycle to ensure alignment in design scope.
- Analyzed both the functional and non-functional requirements to create user stories and use cases for the development of appropriate ICT solutions.
- Considered the design and architecture of the application to ensure that performance, user experience, security, maintainability, and scalability for seamless implementation and utilization of the developed application.
- Created technical documents on the implementations done in the project including user manuals, process flows, user stories, acceptance criteria, test scripts and others.
- Created wireframes, low-fidelity prototypes, and high-fidelity prototypes for an inventory and asset management system and integrated system for allied services.
- Performed additional tasks as deemed necessary.

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EXPERTISE

Technical

- Figma
- Canva
- Google Workspace
- Microsoft Office

PERSONAL SKILLS

- Creativity
- Empathy
- Attention to Detail
- Adaptability
- Collaborative
- Problem Solver
- Time Management
- Continuous Learner

INTERESTS

- Art and Aesthetics
- Psychology
- Mental Health
- Self Improvement
- Photography
- Reading
- Design Course, Workshops, and Conferences

EXPERIENCE

Freelance Content Moderator

Innodata MAR 2022 – JUNE 2022

- Identified the topics associated with a trend in Twitter.
- Determined which Twitter accounts have published addresses associated with the account.
- Identified and categorized tweets that contain harmful content and assessed the risk level presented by each tweet.
- Identified the Twitter account most closely associated with the social media post of small company and the Twitter account for a specific branch/franchise location or for a specific product for larger corporations and chains.

UI/UX Designer (OJT)

Helix Software Technologies Corp. AUG 2021 – OCT 2021

- Designed and developed a user interface for a Two-Number Lotto Game using Figma, ReactJS, HTML, Bootstrap, and CSS.
- Improved the user interface of the Bembol.Net, a lottery web-based system using HTML, CSS, and Bootstrap.
- Designed a company brochure and pamphlets using Photoshop and Figma.

Graphic Designer (Volunteer)

#MentalHealthPH SEP 2021 – OCT 2021

- Designed in-event materials and public materials for the organization.

TRAININGS AND SEMINARS

Introduction to UI Design

Coursera | University of Minnesota NOV 2023 - PRESENT

- Vital aspects of user interface design
- Industry-standard methods and foundational theories
- Real-world case studies about the impact of good and bad design

Developing Designs for User Experience

TESDA COMPLETION: FEB 2024

- Knowledge, skills and attitude required to incorporate the principles of visual design and communication into the development of designs for user experience.

Developing Designs for User Interface

TESDA COMPLETION: FEB 2024

- Knowledge, skills and attitude required to incorporate the principles of visual design and communication into the development of designs for user interface.

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■ UI/UX DESIGNER

📍 Philippines

AWARDS AND ACHIEVEMENTS

- CumLaude
- Star Employee of the Month

CERTIFICATES

Google Drive Link:
bit.ly/KLBCertificates

CHARACTER REFERENCES

Era C. Peñaranda

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Lead Developer
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Alaysius Rickmae P. Sabban

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Cristine Joy San Juan

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TRAININGS AND SEMINARS

UX+ Conference 2023

SMX, Manila

COMPLETION: SEP 2023

- Dynamic career paths available to designers
- Personal and professional growth in large organizations
- Inclusive Design
- Conducting meaningful UX Research
- Cognitive Biases

Build Wireframes and Low-Fidelity Prototypes

Coursera | Google

COMPLETION: APR 2023

- Story boards to come up with ideas about solutions to user needs
- Paper prototypes for interactive design
- Digital wireframe using Figma
- Design low-fidelity prototypes using Figma

Start the UX Design Process: Empathize, Define, and Ideate

Coursera | Google

COMPLETION: MAR 2023

- Empathize: user needs and pain points
- Define: problem statements for user needs
- Ideate: possible solutions to user problems

Foundations of User Experience (UX) Design

Coursera | Google

COMPLETION: FEB 2023

- Common job responsibilities of entry-level UX designers
- Foundational concepts in UX design
- Importance of Design Sprints