CHAN KLEAR BAYLON

JUNIOR UI/UX DESIGNER | WEB DESIGNER

CONTACT

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UI/UX Portfolio:
https://www.behance.net/chanklear

Web & Design Portfolio:
https://kleyrclown.github.io/Kleyr Portfolio/

SKILLS

Design & Development Tools
- Figma, Adobe Photoshop, Visual Studio Code

UI/UX Design
- Prototyping, Wireframing, UI Mockups, Interactive Design

UX Research & Testing (Foundational Knowledge)
- Familiar with user research methods, usability testing, persona development, journey mapping, and A/B testing through coursework and personal projects.

Front-End Development
- HTML, CSS, Javascript

LANGUAGES

- Filipino: Native
- English: B2

PROFILE SUMMARY

Creative UI/UX & Graphic Designer with a Computer Science background, skilled in wireframing, prototyping, interaction design, and crafting responsive UI components. Knowledgeable in user research, usability testing, and design systems. Experienced in high-fidelity UI mockups, and front-end fundamentals (HTML, CSS). Passionate about designing intuitive, accessible user experiences and collaborating with developers to bring ideas to life.

EDUCATION

ICCT Colleges   2019 - 2023
Bachelor of Science in Computer Science

- Social Media Manager in School's Organization

EXPERIENCE

Sagesoft Solutions   NOV - DEC, 2023
Graphic Designer (Intern)

- Created visually engaging digital assets, ensuring strong visual hierarchy and branding consistency.
- Applied UX design principles (typography, spacing, contrast) to improve user engagement.
- Collaborated with an adviser to align designs with user needs and business goals.

CERTIFICATIONS

Digital Skills: User Experience   January, 2025
Accenture

- Demonstrated proficiency in UX research, usability testing, and user-centric design to enhance digital experiences.

Responsive Web Design   June, 2024
freeCodeCamp

- Gained hands-on experience in creating responsive, accessible, and modern websites using HTML, CSS, and advanced web design principles.

PROJECTS

FruityCart – Mobile E-Commerce App (UI/UX Case Study)
Tools: Figma (Free) | Mobile App | Personal Project

- Designed a fruit market app with full UX process: user research, persona creation, wireframing, high-fidelity UI, and interactive prototyping.
- Conducted informal user interviews and usability testing via Discord screen sharing.
- Built features like item add-to-cart, order tracking, and favorites using Figma Boolean logic.
- Refined the design based on feedback and accessibility insights.

SkillForge – E-Learning Platform Multi-Page
Tools: Figma (Free), Photoshop | Responsive Web Design | Personal Project

- Created a responsive landing page for an e-learning brand targeting beginner learners.
- Focused on visual hierarchy, content structure, and accessibility.
- Designed with a modern UI style and CTA-driven layout.

Portfolio Website – Personal Branding Site
Tools: HTML, CSS, JavaScript, GitHub | Web Development & Design

- Built a responsive portfolio website from scratch using semantic HTML, CSS, and Basic Javascript.
- Organized work into categories ("My Works" and "Other Works") to showcase both coded and visual design projects.
- Included interactive elements and responsive media queries for mobile optimization.