

CHAN KLEAR BAYLON

JUNIOR UI/UX DESIGNER | WEB DESIGNER

CONTACT

Phone: 0910-754-3158

Email: chanklearbaylon@gmail.com

Address: Guinayang, San Mateo, Rizal.

UI/UX Portfolio:

<https://www.behance.net/chanklear>

Web & Design Portfolio:

<https://kleyrc clown.github.io/KleyrPortfolio/>

SKILLS

Design & Development Tools

- Figma, Adobe Photoshop, Visual Studio Code

UI/UX Design

- Prototyping, Wireframing, UI Mockups, Interactive Design

UX Research & Testing (Foundational Knowledge)

- User Research, Persona Development, Journey Mapping, Usability Testing, and A/B Testing.

Front-End Development

- HTML, CSS, Javascript

LANGUAGES

- Filipino: Native
- English: B2

PROFILE SUMMARY

Creative UI/UX 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 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 multiple responsive pages 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.

Goalify - Hobby Tracker App (UI Design Project)

Tools: Figma (Free) | Mobile App | Personal Project

- Designed a mobile interface to help users set goals and track progress for their hobbies.
- Focused on clean layouts, motivating visuals, and intuitive goal-tracking components.
- Applied consistent color schemes, icons, and navigation flow using Figma auto layout.

TastyFood - Food Delivery Landing Page (UI Concept)

Tools: Figma (Free) | Web (Landing Page) | Personal Project

- Built a modern landing page concept for a fictional food delivery service.
- Designed key sections like hero banner, menu preview, and testimonials to guide user flow.
- Focused on layout hierarchy, CTA clarity, and visual branding.

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.
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