LANCE SKYLER B. CAO

UI/UX DESIGNER

CONTACT

- Bahay Pare, Candaba Pampanga
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SKILLS

Design & Diagramming Tools
- Figma
- Boardmix

Media & Creative Tools
- Adobe Photoshop
- Canva
- CapCut & Adobe Premiere

Programming Languages
- Java
- PHP
- C++
- JavaScript

Web Technologies
- HTML
- CSS
- Bootstrap

EDUCATION

Bachelor of Science in Information Technology
National University Bulacan Inc.
2021 - 2025

ABOUT ME

An entry-level IT professional with a solid understanding of technology, strong problem-solving skills, and a passion for innovation. Reliable in tackling new challenges, eager to take on more responsibilities, and dedicated to continuous learning to advance career development and achieve professional success.

WORK EXPERIENCE

Creciendo Philippines
UI/UX Designer | 2024 - 2025
- Designed system flow diagrams documenting finance and accounting transaction processes and data movement.
- Created UI/UX designs for finance and accounting modules using Figma.
- Analyzed accounting workflows to improve process clarity, accuracy, and usability.
- Designed an ERP system interface covering HRIS, client and supplier portals, and finance & accounting modules to support streamlined operations.
- Designed the Tinkerbell Website, a web-based school portal for students, parents, and teachers.
- Developed system flow diagrams defining user roles and access levels (student, parent, teacher).
- Designed end-to-end UI/UX for the school portal, focusing on clear information flow, usability, and accessibility.

RomeCita Garden Resort
Web Developer | 2023 - 2024
- Designed and developed a marketing website for a local resort.
- Applied UI/UX principles to deliver an engaging and informative user experience.

Capstone Project – Class & Room Scheduling System | National University Baliwag

- Led the documentation process and contributed to project planning.
- Designed the user interface for the scheduling system using Figma.
- Analyzed system processes and created flow diagrams and system architecture.
- Conducted testing and quality assurance, ensuring system functionality and identifying bugs during development.
- Collaborated with team members on overall system structure; did not handle backend development.

CHARACTER REFERENCE

Upon Request.