



# Mike Nicklaus S. Ling

Computer Science

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## [EXPERIENCE]

### Game App Design – UI/UX Competition | 2025

Team Leader / UI Designer

- Led a team of 3 in designing a mobile game app using Figma.
- Created user flows, wireframes, and interactive prototypes.
- Presented to judges and placed 3rd out of 8 teams.

### Gentle Monster Website Remake | 2024

Frontend Developer & Designer | Personal Project

- Rebuilt Gentle Monster's site with a fully responsive ReactJS layout.
- Maintained brand aesthetics with modern design and smooth navigation.
- Deployed publicly on Vercel with complete functionality.

### POS System Design for Convenience Store | 2024

UI/UX Designer & Frontend Developer | Software Engineering Project

- Designed the POS UI in Figma and built the frontend using REACTJS.
- Collaborated with backend devs to deliver a functional system for a convenience store.

## [EDUCATION]

### Ateneo de Davao University (2021 – current)

Bachelor of Science in Computer Science

## [SKILLS]

### WEB DEVELOPMENT

- HTML, CSS, JAVASCRIPT
- REACTJS, TAILWINDCSS
- NODEJS, EXPRESS (LEARNING PHASE)
- MYSQL (DATABASE)

### TOOLS / PLATFORM

- VISUAL STUDIO CODE
- CANVA
- FIGMA
- FRAMER

### SOFT SKILLS

- TIME MANAGEMENT
- SELF-MOTIVATED
- EMPATHY
- CREATIVE THINKING
- DEATAIL ORIENTED
- PUNCTUAL