

MC BENNY COPPER RAFER PRECILLA

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SUMMARY

I'm a graduate of BS in Information Technology at Camarines Norte State College, equipped with hands-on experience in software development and UI/UX design. I worked and collaborated on academic projects where I developed functional applications, implemented features based on requirements, and made sure the output worked as expected. During my internship, I focused on UI/UX design and creative design, creating wireframes, prototypes, and visual designs. I'm a fast learner with a proactive mindset, always open to learning and improving. Focused and eager to grow, I'm highly motivated to contribute to industry-level projects in both software development and UI/UX design.

EXPERIENCE

JUNIOR UI/UX AND CREATIVE DESIGNER INTERN

(January 2025 - May 2025)

- Designed key product pages for the company's internal product, "Projectflow" (distribution workflow pages, landing pages, navigation menu) for mobile and web screens and created 2 mobile app UI design challenges to master effective strategies, techniques, and a structured design process.
- Created social media visuals (image posts, carousels, videos) for the company's social media campaign aligned with the product requirements, features, goals, and objectives.
- Developed branding materials such as polo shirts, ID cards, and lanyards for internal use.
- Managed tasks using ClickUp and participated in daily stand-ups to share updates and stay on track with both individual tasks and team goals.

EDUCATION

Camarines Norte State College

(2021 - 2025)

Bachelor of Science In Information Technology

Vinzons Pilot High School

(2019 - 2021)

Science, Technology, Engineering, and Mathematics (STEM)

SKILLS

- Technologies:** Python, Java, C#, VB.NET, Javascript, HTML, CSS, MySQL, Firebase
- Frameworks:** React, Bootstrap
- Tools:** Figma, Adobe Illustrator, Adobe Photoshop, Canva, Word, Excel, PowerPoint
- Platforms:** GitHub, Firebase, Android Studio, Visual Studio Code, PyCharm, Xampp, MongoDB
- Soft Skills:** Problem-solving, Collaboration, Adaptability, Attention to detail, Curiosity

PROJECTS

MURPHY: An Interactive Mobile Game for Science 3

(2024)

- Developed a 2D game that blends science lessons with storytelling and interactive puzzles.
- Designed assets, designed visuals, and built 7 mini-games aligned with curriculum goals; received Best in Capstone award.

Document Management System

(2024)

- Built a document tracking system for an academic project, guided by interviews and requirements from San Vicente LGU staff.
- Created interactive UI prototypes, designed visuals, and developed key features like user access control and authentication.

Botanica

(2023)

- Designed the full UI and developed the mobile app connected to an Arduino-based plant care system.
- Added features for scheduled watering, manual controls, and automation using real-time sensor data.

Camarines Norte State College (CNSC) I-FIND

(2023)

- Created a mobile app to help students and staff report, track, and claim lost items on campus.
- Handled the client-side development and designed the interface and visuals.

ADDITIONAL INFORMATION

Languages: English and Filipino.

Certifications:

- Bicol IT Students Congress (BITSCON) 2024 Certificate
- Google AI Essentials Certificate (2024)
- Office of the CISO Institute: Cybersecurity Essentials (2025)