





# Francesca Marie A. Tuazon

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 [neinzaut.vercel.app](https://neinzaut.vercel.app)

 [GitHub](#)

## SKILLS

### TECHNICAL SKILLS

- **Languages:** Python, JavaScript, SQL, Java, HTML, CSS
- **Frameworks:** TailwindCSS, Bootstrap, React Native, etc.
- **Dev Tools:** VSCode, Google Colab, Figma, GitHub
- **Website Builders:** WordPress, Wix, Webflow, Framer

### OTHER SKILLS

- Wireframing, Graphic Design, Project Management, Organization Skills, Attention to Detail
- **Softwares:** FireAlpaca, Adobe Illustrator, Adobe Photoshop, Microsoft 365, Google Workspace

## WORK EXPERIENCE

UI/UX Design Intern, Symph

Jul 2024 – Sep 2024

- Creating designs, wireframes, and prototypes via Figma for proposals with the company’s internal and external partners
- Assists the marketing team with the creation of publication materials using Canva and Figma, optimizing it for different platforms, aiding in establishing the company’s brand identity

IT Intern, Knowles Training Institute - The Umonics Method

Jun 2024 – Jul 2024

- Co-led the IT interns and monitored progress of departmental tasks as part of the monitoring team
- Streamlined DTR management by developing and implementing efficient sorting scripts within the intern database
- Managed website domains, ensuring smooth operation and accessibility; developed and hosted company websites using WordPress and XAMPP

IT Intern, Creotec Philippines

Dec 2021 – Dec 2021

- Developed and documented custom applications using MIT App Inventor to streamline company operations
- Collaborated effectively with cross-functional teams to gather user requirements and ensure application usability

## PROJECTS

KapwaKonek | React Native, HTML, CSS, Firebase, Node.js

2025

- Won **Third Place** out of 25 groups in a national competition entitled **Blue Hacks** organized by the *Computer Society of Ateneo de Manila University*
- Led the UI/UX designing process and contributed to its frontend development

Cafeium | Figma

2024

- Won **First Place** out of 12 groups in an onsite competition entitled **Fresh Start 2024 Hackathon** organized by the *DLSU-D University Student Government*
- Led the UI/UX designing process and created both low-fidelity and high-fidelity prototypes

AgriKado | Figma, React Native, Node.js, Python

2024

- Won **Third Place** out of 15 groups in a national competition entitled **C(old) (St)art** organized by *Old St. Labs*
- Led the UI/UX designing process and created both low-fidelity and high-fidelity prototypes

Talk2DHand | Figma, TensorFlow, MediaPipe, Keras, OpenCV, Python, JavaScript, HTML, CSS

2024

- Developed and trained an ASL sequential deep neural network model for interactive sign language education
- Achieved 97% accuracy in recognizing ASL through computer vision, **validated by a professional SPED coordinator**.

Move In Colour Website | Figma, Wix, HTML, CSS

2024

- Won the **Kollab’s Choice Award** from *KadaKareer’s* UI/UX Apprenticeship, best matching the partner company’s vision
- Created the following pages: About Us, Our Events, Contact Us, optimized for mobile, tablet, and PC

## ORGANIZATIONAL EXPERIENCE & LEADERSHIP ACTIVITIES

DLSU-D Computer Science Program Council, Chief Executive Officer

2024 – 2025

- Represented the CS student body for their welfare, rights, and concerns
- Conceptualized and implemented a monthly mini-hackathon, **Codeyssey**, to encourage portfolio building among students
- Conceptualized and implemented **Back to BasiCS: Robotics 101**, a workshop designed for beginners. Established a *pahiram program* for Arduino UNO kits to support student learning beyond the curriculum.

DLSU-D Computer Science & Information Technology Program Council, PRO Internal

2023 – 2024

- In charge of disseminating information to members and partners within the university
- Organized **CSmash Fest**, a week-long event for CS & IT students in DLSU-D; spearheaded creation of all pubmats
- Project head for **CSmash IT: Codelympics 2024**, a two-day coding competition for CS & IT students in DLSU-D

## EDUCATION

De La Salle University - Dasmariñas

May 2026

Bachelor of Science in Computer Science, Major in Intelligent Systems

- **GPA: 3.74/4.0**
- **Relevant Courseworks:** Human-Computer Interaction, Software Engineering, Data Structures & Algorithms, Machine Learning, Natural Language Processing, Object-Oriented Programming, Information Assurance & Security
- **Awards:** Consistent First Honors Dean’s Lister, Excellence in Leadership Awardee