Francesca Marie A. Tuazon

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WORK EXPERIENCE

UI/UX Design Intern, Symph   **Jul 2024 – Sep 2024**
- Created designs, wireframes, and prototypes via Figma for proposals with the company's internal and external partners
- Assisted the marketing team with the creation of publication materials using Canva and Figma

IT Intern, Knowles Training Institute - The Umonics Method   **Jun 2024 – Jul 2024**
- Co-led the monitoring team and managed website domains, ensuring smooth operation and accessibility; developed and hosted company websites using WordPress and XAMPP as a final project
- Streamlined DTR management by developing and implementing efficient sorting scripts within the intern database

UI/UX Apprentice, KadaKareer   **Sep 2023 – Jul 2024**
- Joined three challenges with collaborations between MedGrocer, Move In Colour, and Hati Health; won **Kollab's Choice Award** for a six-page website for Move in Colour
- Conducted a heuristic evaluation of partner companies' website using Jakob's 10 Usability Heuristics; also conducted market research, created user personas, user flows, and high-fidelity wireframes

IT Intern, Creotec Philippines   **Dec 2021 – Dec 2021**
- Developed and documented custom applications using MIT App Inventor to streamline company operations
- Led the IT Team, collaborating with cross-functional teams to gather user requirements and ensure application usability

PROJECTS

[KapwaKonek] | *UI/UX Design Lead and Front-end Developer*   **2025**
Figma, React Native, HTML, CSS, Firebase, Node.js
- 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
- A web-based centralized disaster risk management application catered for local government units in the Philippines

[Cafeium] | *UI/UX Design Lead*   **2024**
Figma
- Won ***First Place*** out of 12 groups in an institutional competition entitled **Fresh Start 2024 Hackathon** organized by the *DLSU-D University Student Government*; Led the UI/UX designing process and prototyping
- A gamified mobile platform for productivity and habit-building, wherein users are able to maintain a virtual cafe

[AgriKado] | *UI/UX Design Lead*   **2024**
Figma, React Native, Node.js, Python
- 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 its frontend development
- An e-commerce mobile application that highlights local agricultural products

[Talk2DHand] | *UI/UX Design Lead and Lead Front-end Developer*   **2024**
Figma, TensorFlow, MediaPipe, Keras, OpenCV, Python, JavaScript, HTML, CSS
- Recognized as a ***finalist*** in two categories in an intercollegiate competition **SIKAPTala**— Research Presentation (out of 18 teams) and Hackathon (out of 55 teams), organized by the *DLSU-D CICS Student Government* and *Campus DEVCON*.
- Developed and trained an ASL sequential deep neural network model for interactive sign language education
- A web-based gamified platform for learning ASL, targeted for native and first-time sign users, wherein users can learn through audio input, camera input, and memory games
- Achieved 97% accuracy in recognizing ASL through computer vision, **validated by a professional SPED coordinator**.

[Personal Portfolio] | *Lead Front-end Developer and UI/UX Design Lead*   **2024**
Figma, Python, JavaScript, HTML, CSS
- Created using HTML/CSS, hosting it via Vercel; created wireframes via Figma and main pixelated sprite via FireAlpaca

EDUCATION

De La Salle University - Dasmariñas   **May 2026**
Bachelor of Science in Computer Science, Major in Intelligent Systems
- **Awards**: Consistent First Honors Dean's Lister, Excellence in Leadership Awardee
- **Certifications**: TOEIC (Score: 980/990), Cisco NetAcad Intro to JavaScript, Cisco NetAcad Intro to Cybersecurity
- **Organizations**: *CS Program Council* - Chief Executive (2024 - 2025), *CS & IT Program Council* - P.R.O. (2023 - 2024)

SKILLS

TECHNICAL SKILLS
- **Languages:** Python, JavaScript, SQL, Java, HTML, CSS
- **Frameworks:** TailwindCSS, Bootstrap, React Native, React.js, Flask, MediaPipe, 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