

# RAINIER HANNAH A. RAQUIPISO

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## S U M M A R Y

A motivated and detail-oriented UI/UX Engineer and Architect with a track record of creating intuitive and visually stunning interfaces. With a unique mix of architectural expertise and a passion for technology, I bring a fresh perspective to the world of IT. Throughout my years of experience, I have honed my skills in translating user needs into seamless digital experiences, delivering thoughtful designs, and ensuring exceptional user satisfaction. Combining my attention to detail, problem-solving abilities, and deep understanding of IT design principles, I am dedicated to creating impactful user experiences that drive engagement and elevate brands.

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## S K I L L S

- Proficient in creating user-centric designs, wireframes, and prototypes to enhance the user experience.
  - Strong teamwork and communication skills to collaborate effectively with cross-functional teams, including developers, designers, and stakeholders.
  - Exceptional leadership abilities to guide and inspire teams towards achieving project goals.
  - Meticulous attention to detail in all aspects of design and execution.
  - Continuous self-development, staying updated with the latest industry trends, tools, and techniques to deliver cutting-edge solutions.
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## W O R K E X P E R I E N C E

**Senior UI/UX Engineer**  
**LGUSuite Inc.**

**June 2021 – February 2023**

### Projects:

- **Bytelogs CBMS (2022)** - a web and mobile (Android) application for the census gathering and monitoring of the Local Government Units (LGU) of the Philippines.
  - Involvement:
    - Headed some of the development parts of the web and mobile application.
    - Maintained and solved bugs that were flagged by the QA.
    - Attended meetings with the Philippine Statistics Office for the approval of the developed application.
  - Achievements:
    - Successful deployment of the product on different LGUs of the Philippines.
    - Resolved critical bugs and errors that arose from the field.
- **Docket (2022)** - a web and mobile (Android) application for the Legal Department of the Local Government Unit of Quezon City, Philippines. The app is a filing and managing system for the department to modernize and digitalize their manual processes of managing tasks and books for the cases they are handling.
  - Involvement:
    - Headed the web application development team where I assigned and monitored the team's progress.
    - Maintained and solved the bugs and errors that testers would escalate.
  - Achievements:
    - Successful deployment and acceptance of the product.
- **PoApps (2021)** - a web and mobile (Android) application for the organization of Alpha Phi Omega Philippines where members can download, install, register, and be validated through the system. It has a dashboard, newsfeed, notifications, payment, and voting features which are still being used by the organization today.
  - Involvement:
    - Headed the development team assigned to this application where I was involved in gathering requirements and creating solutions for the requirement needs.
    - Assigned modules to be developed per sprint, co-developed some modules and aligned the team's progress with the project deadline.
  - Achievements:
    - Successful deployment and acceptance of the product.

## Junior UI/UX Engineer

October 2020 – June 2021

### LGUSuite Inc.

#### Projects:

- **LGUSuite Website (2021)** - *the website of the company.*
  - Involvement:
    - Collaborated with another developer for the redesigning of the company website based on the marketing team's suggestions.
    - Maintained and updated code as more projects and clients were added.
- **Rapido (2020)** - *a web and mobile (Android) application for the tax filing and collection of the Local Government Units of the Philippines.*
  - Involvement:
    - Created admin and super-admin web application side of the project.
    - Helped maintain overall design of the web application.
    - Maintained and solved the bugs and errors which testers flagged.
- **Morong TODA (2020)** - *a web and mobile (Android) application for the application and payment of Tricycle Operators and Drivers' Association of the Local Government Unit of Morong.*
  - Involvement:
    - Helped maintain overall design of the web application.
    - Maintained and solved the bugs and errors which testers flagged.
  - Achievement:
    - Successful deployment of the product and positive user feedback.

## G DATA AV Lab Inc.

February 2020 – June 2020

### On-the-Job Trainee/ Internship

#### Summary:

As one of the company interns, I was tasked with creating a working dashboard with charts reflecting the database of viruses that were collected per month.

## Architecture Experience

2011 - 2015

#### Summary:

- Led client meetings, gathered project requirements, and translated them into actionable design plans.
- Managed contractors and workers, ensuring quality standards.
- Coordinated project schedules and deadlines, effectively balancing multiple tasks and prioritizing workload.
- Used computer-aided design (CAD) software such as AutoCAD and Revit to create architectural designs.
- Oversaw the successful turnover of units and deliverables, ensuring client satisfaction and project completion.
- Demonstrated strong organizational and project management skills.

*Through my architecture experience, I have developed a comprehensive skill set in managing projects from inception to completion, creating strong client relationships, and delivering high-quality designs.*

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## EDUCATION

### Postgraduate Diploma in Information Technology

at Whitireia/Weltec/Te Pukenga

July 2022 – present  
(Graduating November 2023)

### Bachelor of Science in Information Technology

at Gardner College (formerly Informatics College)

May 2017 – May 2022

### Bachelor of Science in Architecture

at University of Santo Tomas

June 2006 – March 2011

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## HOBBIES AND INTERESTS

Badminton    Basketball    Cycling    Movies    Anime    Hiking

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## REFERENCES

Available upon request.