

MARVIN PAONGILAN

Creative Designer | Graphic & Video Editor

La Victoria, Carmen, Bohol | marvinpaongilan1@gmail.com



Detail-oriented Graphic Designer with a BSIT background and hands-on experience in Adobe Creative Suite, Figma, and UI design. Skilled in creating clean, effective visuals for both digital and print. Fast learner with a strong work ethic, ready to thrive in a remote, collaborative design team.

SKILLS

- Technical Skills: Technical Troubleshooting, Knowledge in Software and Hardware
- Soft Skills: Fast Learner, Methodical, Critical Thinking, Adaptability, Continuous Learning, Problem Solving

Designer Skills

- Familiarity with video editing software like Adobe Premier, Adobe AE and Capcut
- Proficiency in creating wireframes using tools such as Figma and Adobe XD
- Adobe Photoshop and Canva proficiency
- Samples of my previous work: <https://ryookk.github.io/portfolio/portfolio-3-col.html>

EDUCATION

Bachelor in Science in Information Technology

Bohol Island State University - Balilihan Campus
Balilihan, Bohol (June 2023)

- Proficient Student Awardee in Programming and Raster/Vector Image Editing.
- Service Awardee as a Layout Artist (The Legion Organization 2022-2023).

EXPERIENCE

Freelance Graphic Artist

Unibrew Industry Trading

- Designed marketing materials, product labels, and promotional graphics for various campaigns.
- Delivered high-quality designs under tight deadlines.

IT Tech Support

i-NEX Philippines Corporation

- Provided technical support for software and hardware issues.
- Handled system installations and troubleshooting tasks.

Cellphone Technician i-Shop

Gadget.Ph

- Specialized in diagnosing and repairing iPhones and other smartphones.
- Provided customer service and managed inventory of phone parts and tools.

Front-end React Development Intern

ZionLab IT Consultancy, Baclayon, Bohol (March 2023 - May 2023) •

Conceptualized a UI design for a website using Figma.

- Collaborated with a team to create a user interface for a POS (Point of Sale) management system using Next.js.