



Hello world. I'm Simon Lim, a front-end web developer and designer.



Development



Design



Video & Animation



Photography



Let's make the complicated simple.
Learns constantly to build designs & interfaces that people will love.

Attentive to every detail of design. Adaptive to work needs and seeks a thorough understanding of tools. Maintains a positive attitude! Social, and thrives in a team setting. Understands the importance of clear communication. Based in Manila, Metro Manila. Can solve a Rubik's cube in 10 seconds average. Loves to watch films and casually does street & travel photography.

Technologies used:



ReactJS



GatsbyJS



npm



Ruby on Rails



SCSS



HAML



Bootstrap



Wordpress



PHP

Design software:



Adobe
Photoshop



Adobe
Illustrator



Adobe
Premiere



Adobe
After
Effects

2017-2019



Learntalk
UI / Front-end Web Developer & Designer

- > Creating high-fidelity mockups for new sections, features and pages, and facilitating discussions about product changes with the entire team
- > Collaborated with other departments for needed features, and designed them with the best of usability, scalability and development efficiency in mind. Then relaying the plan to the development team
- > Developed UI and some front-end features with HAML/SCSS/Bootstrap for most features, with all the UI modern standards for responsiveness and cross browser testing, encoding translations for elements and pages that need it
- > Developed a few backend features and fixes with Ruby on Rails

2016-2017



UnPhone
Co-founder, Product & Design Manager

- > Conceptualized the entire app design and most of the features' behaviors and uses, created high-fidelity mockups for all screens of the app
- > Designed the logo and identity of the app, and determining how the brand is presented across different formats and presentations as we make them, making sure there is consistency in look, feel and direction
- > Facilitated discussions with other partners to gather thoughts and ideas for the app
- > Managed the development team, and discussed our main objectives and priorities. Also communicated to ensure features were developed exactly as designed



Adobe
Lightroom



Invision
Prototyping



Marvel
Prototyping

> Created various graphic designs, collateral designs for social media marketing, printouts, and such

2012–2016



Reality Box

Partner, Videographer & Post-Production Editor

- > Shot for various personal events, corporate events, and video productions as a Videographer
- > Did the editing for live footage videos in Highlights length and also Fully Authored length, and also handled post-processing graphics for projects that needed extra video effects, opening billboards
- > Worked on storyboarding and scene planning with the team, discussing concepts on how to convey the messages or ideas for the project’s goals
- > Helped bring in new clients by proposing video or graphics projects to companies

2011–2014



KinmoPW Corporation

Web Developer & Graphic Designer

- > Redesigned product packages to help improve product usability and user-friendliness; made product designs more relatable and understandable to consumers
- > Created various graphic designs, brand designs and other collaterals that pushed forward old brands and shaped better identities for them
- > Redesigned and redeveloped the company website
- > Proposed and initially led an opportunity to expand online sales to a mainstream local shopping website
- > Facilitated trainings for two other co-workers on how to do product photography and photo editing, what the workflow should be

Class of 2011



De La Salle-College of St. Benilde

AB-Multimedia Arts, Majoring in Interactive Design