

I am a multidisciplinary Product Designer, Front-end Developer, and Team Lead with over six years of experience creating human-centered digital products. My work spans user research, interaction design, usability testing, design systems, and product delivery across civic-tech, commercial, and AI-enabled projects. With a background in Computer Engineering, I am interested in how evidence-based design, responsible AI, and data-informed product strategy can improve usability, accessibility, trust, and outcomes for organizations and communities.

EDUCATION

University of San Carlos **Bachelor of Science in Computer Engineering**

Jun 2015 — Dec 2020

PROFESSIONAL EXPERIENCE

Full Scale **UI/UX Designer**

2026 — Present

- Design interfaces, visuals, and collateral for in-house tools, platforms, and staff-facing projects.
- Spearhead design team initiatives including brand guidelines and career ladder frameworks to maintain consistent design direction and support team growth.
- Support company-hosted and sponsored community events.

HQZen.com **Product Design Lead, Front-end Developer**

2021 — 2026

- Developed static websites from design mockups, refactored outdated code, and modernized component structures.
- Designed user-friendly interfaces and low-fidelity prototypes informed by user research, interviews, and usability testing.
- Evaluated feature feasibility against project timelines and collaborated with stakeholders to gather feedback and define upcoming work.
- Trained team members and interns and facilitated Agile ceremonies, including sprint planning, retrospectives, and daily stand-ups.

Talino Venture Studios / Nmbler **Product Designer, Webflow Developer**

2025

- Designed coalition-partner and bill-payment experiences for the Seafood City Plus mobile app, a Filipino grocery platform serving the United States and Canada, and maintained its Webflow website.
- Redesigned the Chemonics Alchemi page to reflect the brand's new vision and direction.
- Built Nmbler Intelligence's design system — color variables, UI components, and typography — in close collaboration with developers.

Gorin Systems **AI Product Designer**

2025

- Designed Pixul, a Canva-style editor for printable media (posters, cards, tarpaulins), for this US studio's client roster.
- Developed Pixul's internal pages using AI-assisted workflows and deployed them on Vercel.

RideHero, Inc.	UI/UX Designer	2020
- Served as a primary designer across multiple projects, including RideHero, a bus-hailing mobile app; Agila, a delivery app; and Discover Cebu, a centralized tourism platform. - Assisted in brainstorming app ideas for Local Government Units (LGU) and government initiatives aimed at supporting residents within specific municipalities.		

Symph	Web Design and Development Intern	2019
- Assigned to multiple teams as a UI/UX designer, studied UX principles and front-end development fundamentals, and contributed to MATA, a project involving facial recognition technology. - Assisted in organizing community events such as Frontend Fridays and GDG Cebu.		

LEADERSHIP AND VOLUNTEERING EXPERIENCE

DEVCON Kids Cebu	Vice President for Creatives	2022 — 2023
- Led the organization's creative direction and production: graphics and promotional materials for events, activities, and code camps. - Spearheaded 6+ events in a single year, including programming workshops for children. - Led outreach to partner schools, inviting students to the organization's coding camps.		

The Frame	Volunteer, Designer	2022
- Contributed to the creative team of a design community spanning Manila, Cebu, and Davao that explored the integration of AI into design practice. - Produced visual materials and helped organize community events promoting AI-enabled design.		

Today's Carolinian	Graphic Designer, Senior Graphic Designer	2018
- Designed infographics for the official student publication of the University of San Carlos - As a Senior Graphic Designer, reviewed fellow designers' work to maintain quality and consistency. - Met with the Editor-in-Chief to set the team's overall design direction.		

Computer Engineering Council	Councilor and Director for Infographics	2015 — 2019
- Led design direction for all council events and managed the design team. - Directed acquaintance parties and org week for 4 consecutive years, each with a distinct theme. - Designed event posters, merchandise, and digital infographics.		

TOOLS AND FRAMEWORKS

Figma, Balsamiq, Framer, Adobe Creative Cloud, HTML, CSS/Sass, JavaScript, TypeScript, Vue.js, Bootstrap, Tailwind CSS, Webflow, Git, GitLab, Netlify, Vercel

CERTIFICATIONS

Google	Foundations of User Experience (UX) Design	2026
An online course by Google offered on Coursera.		
Frost Design and Consulting Group	Frost UI Design Bootcamp — Selected Participant	2025
Selected for a seven-day intensive bootcamp focused on foundational UI design principles and practices.		