

Reigne Raven Pasalosdos Ramos

UI UX Designer | Frontend Developer

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PROFESSIONAL SUMMARY

UI/UX Designer and Frontend Developer specializing in creating **user-friendly, visually engaging websites** that balance functionality and design. Skilled in **wireframing and prototyping using Figma**, supported by a solid foundation in **HTML, CSS, Java, and JavaScript**. Committed to continuous learning and innovation, with a focus on delivering impactful digital solutions that meet project objectives while enhancing creative and technical expertise. Aiming to contribute to innovative projects that improve user experiences and support digital transformation.

EXPERIENCE

Pixelhub Design + Digital Agency | Internship

January 2025 - April 2025

UI/UX DESIGNER and GRAPHIC DESIGNER

- Contributed to the design and development of the official website for the Calasiao Local Government Unit (LGU) using Figma and Wordpress.
- Designed wireframes in Figma for the Department of Tourism Region III website, focusing on usability and clear visual structure.

MAJOR PROJECTS

CDKC: Web-based Medical Services | Curricular | <https://github.com/reigneravenramos/CDKC-Web>

2023 - 2024

Frontend Developer | UI/UX Designer

React | MongoDB | ExpressJs | NodeJs | Figma

- Co-developed a web application to streamline interactions between patients and administrators.
- Implemented features for appointment scheduling, medical record access, and medication ordering.
- Enhanced admin efficiency through tools for managing appointments, records, inventory, and reports.
- Co-designed a user-friendly interface to ensure smooth navigation for both patients and admins.
- Identified and fixed bugs to ensure system stability and improve overall user experience.

PCRealm | Curricular | <https://github.com/reigneravenramos/PCRealm>

2024

Project Manager | UI/UX Designer

React | Canva | TypeScript | Babylon.js | Figma

- Led and proposed the development of a web system for building custom PC setups within budget constraints.
- Designed an interactive prototype in Figma using components and structured user flows to illustrate the website's functionality, navigation, and overall user experience.
- Implemented real-time compatibility checks and performance estimation to support informed decisions.
- Focused on creating an intuitive and educational platform for users of all experience levels.

StudyNet | Curricular | <https://github.com/reigneravenramos/StudyNET>

2023

Project Manager | Lead Developer | UI/UX Designer

Java | Android Studio | Figma

- Led the team by planning, task delegation, and overall development execution while designing and developing a mobile application focused on helping users review and learn core networking concepts.
- Designed a detailed Figma prototype defining application flow, interface structure, and user experience, while ensuring an intuitive, user-friendly interface for learning and assessment.
- Created an interactive learning experience by organizing topics into structured reviewers for effective knowledge retention.
- Implemented timed quizzes to assess user understanding and measure knowledge limits under time constraints.

TECHNICAL SKILLS

- **Languages:** Java, Javascript, HTML, CSS
- **Tools:** Git, Github, Canva, Figma, Pixilart, Adobe Photoshop
- **Frontend Frameworks:** React, Bootstrap
- **Backend Frameworks:** Node.js, Express.js
- **Database:** MongoDB, SQL, SQLite
- **CMS:** Wordpress

EDUCATION

PHINMA University of Pangasinan

Bachelor of Science in Information Technology

2021 - 2025

- Major in Web Development

CERTIFICATIONS

- Web Development (Solo Learn)
- Introduction to Graphic Design (Department of Trade and Industry)
- Python Developer (Solo Learn)
- Redefining Web Security: Innovative Captcha Alternative (Bitstop Network Services)
- Cybershield: Safeguarding Your Digital World (University of the Philippines)