

KHALYL DREISON ARANDIA

Web & Mobile Applications Developer | UI/UX Designer | Graphic Designer

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PROFILE

Graphic Designer and Web Developer with experience creating social media graphics, website designs, marketing materials, UI/UX designs, and responsive web applications. Passionate about turning creative ideas into engaging visual content. Skilled in Adobe Photoshop, Illustrator, Figma, Canva, Premiere Pro, After Effects. Detail-oriented, adaptable, and committed to delivering high-quality work while continuously learning and improving.

WORK EXPERIENCE

Freelance Web Developer

2024 – 2025

Self-Employed

- Designed and developed multiple responsive websites and web applications based on client requirements.
- Built interfaces using React, Next.js, TypeScript, Tailwind CSS, and Figma.
- Delivered **90%+ of projects within agreed timelines** for local businesses while handling client feedback and revisions.

Data Annotator

04/2024 – 08/2024

FXI

- Annotated and labeled combat sports data for AI-powered UFC analytics systems.
- Ensured accurate and consistent annotations by following detailed project guidelines.
- Selected key fight moments and edited UFC highlight clips for internal AI training.

EDUCATION

Bachelor of Science in Information Technology Specializing in Web and Mobile

03/2022 – 10/2025

Application Development

Quezon City

Far Eastern University - DILIMAN

- Achieved Dean's Lister Award in 2024, Graduated October 3, 2025
- TOPCIT Level 3 – Competent Level | TOPCIT (2024)

TECHNICAL SKILLS

Languages

TypeScript • JavaScript (ES6+) • Python • PHP • SQL • HTML5 • CSS3

Tools

Figma • Adobe Photoshop • Adobe Illustrator • Canva • Visual Studio Code • Git • GitHub • Postman • Vercel • AWS • Cloudflare • Adobe Premiere Pro • Adobe After Effects • WordPress

Skills

UI/UX Design • User Research • Wireframing • Prototyping • Design Systems • Responsive Web Design • Front-End Development • Graphic Design • Interaction Design • Usability Testing • AI-Assisted Design • Prompt Engineering • Video Editing • Cross-Functional Collaboration • Problem Solving • Communication • Time Management

LANGUAGES

English

Good working knowledge

Tagalog

Native speaker

INTERNSHIP

Front-End Developer / UI & UX Intern

05/2025 – 08/2025

Simplevia Technologies Inc.

Pasig City

- Developed responsive web pages using HTML, CSS, and Figma

- Collaborated with the development team to build business web applications and internal systems.
- Assisted in implementing front-end features and fixing UI issues.
- Tested and optimized websites for usability, responsiveness, and performance.
- Participated in code reviews, meetings and project discussions to deliver quality solutions.

PROJECTS

Eclipse

2026 – Present

Video Editing Software | In Development

- Developing a desktop video editing application with an interactive canvas, timeline, layers, properties, media management, and video preview.
- Designed a Figma-inspired infinite canvas for positioning, resizing, and manipulating video components.
- Built reusable components for video elements, overlays, masks, and editing workflows.

Pin Puntod

A Web and Mobile Grave Locator Application with GPS and Google Maps for Libingan ng mga Bayani

- Tools: Google Maps API • HTML • CSS • JavaScript • PHP • MySQL
- Designed and developed a web and mobile application to help visitors locate graves using GPS and the Google Maps API.
- Created an intuitive interface for searching graves, viewing directions, and navigating the cemetery.
- Collaborated with the development team to improve usability and provide accurate location-based navigation.

Gozy

Mobile UI/UX Design Case Study

- Conceptualized and designed an all-in-one mobility platform combining motorcycle rides, car rides, food delivery, and package delivery into a single seamless application.
- Conducted extensive competitive analysis of leading mobility and delivery apps (Grab, Uber, Angkas, Foodpanda) to optimize user flows, booking systems, and live tracking experiences.
- Engineered a dynamic design system that seamlessly adapts interface color palettes to individual restaurant brand identities while maintaining consistent overall usability.

Melo

Music Streaming Application UI/UX Design

- Tools: Figma • Adobe Photoshop
- Designed a complete UI/UX experience from research to interactive prototypes.
- Developed a cohesive design system with responsive layouts and reusable components.
- Focused on intuitive navigation, personalized recommendations, and a seamless music listening experience.