Roberto Sabanal Jr.

Full-Stack Engineer
UI/UX Designer

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Summary

As an accomplished Full-Stack Engineer and UI/UX Designer, I bring extensive experience in development and design. I've contributed to developing and deploying complex systems, enhancing platform functionalities, and implementing key features. My expertise extends to designing and developing websites and web applications, prioritizing user experience and aesthetics. I also excel in maintaining and improving web platforms and APIs. In addition to my professional work, I have served as a college instructor, teaching free-hand drawing and game development courses. I hold a Bachelor of Science in Information Technology, and my capstone project focused on utilizing simulations to teach classical physics.

Skills & Tools

Web Developement

Graphics Design | UI Design

Animation | 3D Modeling

Free-hand drawing | HTML | CSS

JavaScript | PHP | React | Redux

Styled-components | Angular | Vue

Sass | Tailwind | FramerMotion

Webpack | Jest | Next.js | Nuxt.js

Laravel | Node.js | Express.js

MySQL | PostgreSQL | MongoDB

Prisma | Mongoose | Webflow

Wordpress | AWS | Digital Ocean

Figma | Sketch | Photoshop

Illustrator | Sketch | Blender

Sketchup

Experience

Webflow Developer | UI/UX Designer

Present • Rupahealth/Fullscript • Remote, USA

Develop, design and maintain rupahealth.com and rupauniversity.com websites. Optimized existing features and pages for SEO and Performance.

Full-stack Developer | UI/UX Designer

4 yrs • Goleansigma.de • Remote, Germany

Develop goleansigma.de from scratch, involving oneself in the entire design, development, and deployment process. Major features include: Agudit Dashboard and Charts, 5S/6S Audit, Task Management, Multi-Moment Analysis Dashboard and Charts, and User Management.

Software Engineer

1 yr 8 mos • Moment.co • Remote, USA

Assist in maintaining and implementing features for moment.co. Notable features implemented include Chat Poll, Artist Onboarding, Redesigned Artist Dashboard, and Moment House Japan integration.

Frontend Developer | UI/UX Designer

1 yr 3 mos • Kicksta.co • Remote, USA

I designed and implemented the frontend of url.bio(discontinued) using Nuxt.js. My responsibilities included working on the following features: Drag and Drop Link Management, Theming, and Analytics Page.

College Instructor

3 yrs • University of Negros Occidental - Recoletos • Bacolod, City, PH

I taught multimedia-related courses such as freehand and digital drawing, 2D/3D animations fundamentals, as well as game-related courses like Math and Physics for game development.

Frontend Developer | UI/UX Designer

10 mos • Snagshout.com • Remote, USA

Assist in maintaining and implementing features of snagshout.com and merchant.snagshout.com. My responsibilities included implementing new designs and API Implementation.

Web Developer | UI/UX Designer

4 yrs • Tastradesoft.com • Bacolod, City, PH

I design and develop various websites and web applications for the company's clients. Additionally, I am responsible for maintaining the company website and fulfilling other design needs of the company.

Education

Bachelor of Science in Information Technology

University of Negros Occidental - Recoletos • Bacolod, City, PH

Capstone: Physics Eye - a computer-aided instruction application designed to teach high school students Classical Physics through simulations and animations. Its goal is to enhance students' understanding of physics concepts using interactive visualizations.