UI/UX DESIGNER · PRODUCT DESIGNER · DIGITAL DESIGNER

Joshua Tindugan

Washington, DC
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PROFILE

UI/UX designer with a background in Interaction Design and Graphic Design, focused on creating clear, accessible, and visually polished digital experiences. I combine user research, systems thinking, and visual design to translate complex problems into intuitive user flows. My work centers on community-centered design and financial accessibility, with experience partnering with real stakeholders across the public sector and cultural institutions, including DDOT, The Lab@DC, and the National Gallery of Art.

EXPERIENCE

DDOT Workforce Stability Research Project

Fall 2025 – Spring 2026

UX Researcher + Graphic Designer · Washington, DC

- Collaborated with DDOT and The Lab@DC to research safety technician workforce stability, retention, and recruitment barriers.
- Studied audience behavior and hiring pipeline gaps, identifying older job-seeking audiences as a stronger recruitment target.
- Designed recruitment poster strategies using clear language, accessible visuals, and targeted messaging.
- Contributed to interviews, site visits, systems mapping, research synthesis, and visual materials.

CONTACT

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CORE STRENGTHS

UI/UX Design · Product Design · User Research · Wireframing · Prototyping · Interaction Design · Visual Design · Design Systems · Information Architecture · Usability Testing · Accessibility · Editorial & Layout Design · Brand Identity · Storytelling & Presentation Design · AI Prompt Engineering

TOOLS

DESIGN

Figma · Framer · Adobe XD

ADOBE CREATIVE CLOUD

Illustrator · Photoshop · InDesign · Lightroom · Premiere Pro · After Effects

DEVELOPMENT

HTML · CSS · Angular (basic)

OTHER

Notion · Microsoft Office

EDUCATION

National Gallery of Art Museum Experience Redesign

Fall 2025

UX Researcher + Graphic Designer · Washington, DC

- Partnered with the National Gallery of Art to improve the museum visitor experience.
- Designed a pamphlet map and playful navigation concept inspired by treasure-hunt experiences for children, adults, and first-time visitors.
- Supported research, concept development, prototyping, visual design, and presentations.
- Focused on making the museum experience more approachable, engaging, and accessible.

UI/UX Design Intern

Nov – Dec 2023

Mom n Tot Spot · Alexandria, VA

- Redesigned the website experience to improve navigation, clarity, and access to the booking flow.
- Identified friction points in the user journey and simplified how parents could find key information and schedule services.
- Created wireframes and visual designs aligned with the brand, refining direction through stakeholder feedback.

Freelance Designer

2023 – Present

Graphic + UI/UX Design · Remote

- Provide graphic and UI/UX design services for clients on a remote, project basis.
- Deliver brand, layout, and interface work that turns client goals into clear, usable visual systems.

The George Washington University

Corcoran School of the Arts & Design

B.F.A. in Interaction Design, Minor in Graphic Design

May 2026 · Washington, DC

Columbia Heights Educational Campus

High School Diploma

June 2022 · Washington, DC

CERTIFICATE

Creative License

LANGUAGES

English: Fluent

Tagalog: Native

Cebuano: Native

INTERESTS

Photography · Digital Art · Editorial Design · Basketball · Volleyball · Ice Skating · Skiing · Video Games

SELECTED UI/UX PROJECTS

Design work across product, community, and editorial

SAGE Financial Access

Thesis Project · UI/UX Design · Financial Accessibility · Community-Centered Design Fall 2025 – Spring 2026

- Designed a community-centered financial empowerment platform for Washington, D.C.'s Ward 7 and Ward 8 communities.
- Explored how digital design can support financial literacy, increase trust, and reduce reliance on predatory lending.
- Conducted research around financial access, banking distrust, resource awareness, and barriers created by historical redlining.
- Translated research insights into product features: guided financial education, micro-loan support, resource discovery, and transparent decision breakdowns.
- Built high-fidelity mobile prototypes focused on clarity, trust, accessibility, and user confidence.
- Applied systems thinking to frame financial exclusion as a broader socio-technical issue rather than only an interface problem.

InTuition

Scholarship Platform · UI/UX Design · Web Experience Fall 2024

- Designed a scholarship discovery and application platform that helps students find, organize, and apply to opportunities more efficiently.
- Created a guided user experience with personalized filtering, reusable student information, saved opportunities, and application tracking.
- Focused on reducing the time, confusion, and repetition often involved in the scholarship application process.
- Developed wireframes, interface flows, and high-fidelity screens to support a cleaner and more student-centered experience.
- Designed the platform to help students compare opportunities through clear eligibility, deadline, and requirement information.

GW Ride

Mobile App Design · UI/UX Design · Campus Mobility Spring 2024

- Designed a mobile transportation app for GWU students to improve campus shuttle access and route visibility.
- Created real-time shuttle tracking, ETA information, route details, and location-based features to support more confident campus movement.
- Focused on reducing uncertainty, lateness, and confusion around shuttle schedules and campus transportation.
- Built user flows, wireframes, and high-fidelity mobile screens centered on speed, clarity, and daily student use.
- Improved the experience through clearer navigation, stronger information hierarchy, and more scannable transit details.

SAGE Editorial

Editorial Website · UI/UX Design · Visual System · Content Strategy Spring 2026

- Designed an editorial website extension of the SAGE thesis project, covering local stories, community updates, and lived experiences in Ward 7 and Ward 8.
- Created a publication-style visual direction inspired by newspaper layouts, editorial grids, and softer sage tones.
- Developed a distinct editorial identity connected to SAGE while giving the website its own trusted, community-centered voice.
- Focused on hierarchy, typography, content structure, and visual rhythm to make longer-form content easier to read and navigate.
- Used editorial design to make complex social and financial issues feel more human, accessible, and grounded.

ADDITIONAL EXPERIENCE

Cloud Computing Intern

June – July 2021

MBSYEP · Washington, DC

- Gained hands-on exposure to Amazon Web Services, including EC2, Elastic Beanstalk, AWS Batch, and Lambda.
- Built an understanding of scalable, secure, and cost-conscious digital infrastructure.
- Developed stronger technical awareness that supports communication between design and engineering contexts.

Apple Coding Camp Participant

June – July 2020

MBSYEP · Washington, DC

- Developed a mobile puzzle game prototype using Python, strengthening logic, interaction, and problem-solving skills.
- Created an interior design app concept using Keynote, combining visual presentation, interface thinking, and early product ideation.
- Built early interest in the connection between design, technology, and interactive digital experiences.

DESIGN APPROACH

> *Design is most powerful when it makes complex experiences feel clearer, more human, and easier to act on. My process combines research, structure, visual design, and prototyping to understand what people need, where they get stuck, and how a digital experience can guide them with less friction. Across my work, I focus on clarity, accessibility, trust, and strong visual systems that support real user needs.*

LANGUAGES

English: Fluent
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INTERESTS

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PORTFOLIO

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