

# Joshua Uba Tindugan

Product-focused designer combining research, systems thinking, and visual design to create clear, accessible digital experiences. Strong focus on community-centered design, financial accessibility, and translating complex problems into clear user flows. Experience working with real stakeholders including public sector and cultural institutions.

## PORTFOLIO

joshuaubatindugan.com

## CONTACT

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## EDUCATION

The George Washington University

BFA in Interaction Design,

Minor in Graphic Design

## CERTIFICATE

Creative License

## LANGUAGE

English (Fluent)

Tagalog (Native)

Cebuano (Native)

## INTERESTS

Photography

Basketball

Traditional/Digital Art

Ice skating

## TOOLS

- Figma
- Lightroom
- Illustrator
- HTML
- Photoshop
- CSS
- InDesign
- AI Prompt Engineering
- Notion

## CORE SKILLS

UI/UX Design

Design Systems

User Research

Wireframing

Usability Testing

Prototyping

Interaction Design

Branding

AI Prompt Engineering

Information Architecture

## EXPERIENCE

### DDOT Workforce Stability Research Project

UX Researcher + Graphic Designer | Washington, DC | Fall 2025 – Spring 2026

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

### National Gallery of Art Museum Experience Redesign

UX Researcher + Graphic Designer | Washington, DC | Fall 2025

- Partnered with the National Gallery of Art to improve the museum visitor experience.
- Designed a pamphlet map inspired by treasure hunt experiences.
- Created a playful navigation concept 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.

### Interaction Design Student (HCI)

George Washington University, Washington, DC | 2022 – 2026

- Led UI/UX projects from research to high-fidelity prototypes.
- Conducted interviews, synthesized insights, and translated findings into design decisions.
- Designed product concepts around public infrastructure, financial access, and community needs.
- Applied systems thinking and equity-centered design to complex social challenges.

### UI/UX Design Intern

UX Designer | Mom n Tot Spot, Alexandria VA | Nov - Dec 2023

- Redesigned the website experience to improve navigation and booking.
- Identified user journey friction and simplified access to key actions.
- Delivered wireframes and visual designs aligned with brand and user needs.
- Collaborated with stakeholders to refine designs through feedback.

### Apple Coding Camp Intern

Coding + UX Design | Washington, D.C. | Jun 2020 – Jul 2020

- Learned Python fundamentals through interactive game-based projects.
- Designed an interior design app concept using UX and visual design thinking.
- Built early interest in the connection between design, coding, and technology.

### Freelance Designer

Graphic + UI/UX Design | Remote | 2023 - Present