

Jeska Maya Tubongbanua

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SKILLS

- Passionate about design and creativity by thinking outside the box because I despise boring things
- Utilized project management tools such as Click Up, Google Forms, sheets, docs - to coordinate tasks, track deadlines, and streamline workflows across multiple team initiatives
- Quick to pick up new skills and concepts, whether for a project or simply for the joy of learning something new, just for funsies
- Independently analyzed and worked on complex design requirements into functional 3D models using SolidWorks, meeting multiple tight deadlines with precision and efficiency
- Passionate advocate for women in STEM, actively engaged in the engineering community and promoting girls' education through outreach and involvement in STEM events like teaching Python and Scratch
- Computer Proficiency: Spreadsheets, Docs; Photoshop, Illustrator, Premier Pro; Canva, Figma, FireAlpaca
- Programming Proficiency: Actively expanding skills in HTML, CSS, JavaScript, Java, Appscript, and Python
- Computer-aided Design (CAD) Softwares: OnShape, SOLIDWORKS, TinkerCAD, and familiar with KiCAD

EDUCATION

Ontario Tech University

Bachelor of Engineering, major in Mechatronics Engineering and Co-op
Expected graduation year: 2029

Oshawa, ON

Sept 2024 – Present

- 4.16/4.3 cGPA (4.3 Scale)
- Relevant Coursework: Technical Communication, Object Oriented Programming & Design, Concurrent Engineering, Circuits Design for Mechatronics, Electronic Applications

WORK EXPERIENCE

Demo Product Developer

Sept. 2025 – Present

ScalpelSpace - Robotics Startup

Hybrid

- Designing and building UI dashboards enabling configuration and tuning of motors drivers to improve usability for hobbyists and prospective clients
- Contributed to PCB development using KiCad, supporting design and research of a stepper component
- Collaborating across hardware and software teams to help develop features while learning new tools and technologies in embedded systems and motion control

UX/UI Mobile Designer

Nov. 2025 – Jan. 2026

TwoVera - Dating app

Remote

- Led usability testing sessions with prospective users to validate concepts and iterate on designs
- Designed user flows for the home page feed, my likes page, and profile page
- Created high-fidelity Figma prototypes delivering a complete, standard mobile experience with dynamic interactions and engaging features

Engineering Outreach Program Instructor

May 2025 – Aug. 2025

Ontario Tech University

Oshawa, ON

- Formulated and presented creative STEM educational, interactive activities for girls that foster their interest in engineering and design
- Led hands-on workshops to teach young students programming and design concepts, using interactive demos that earned positive feedback (93% of participants reported improved coding and digital skills)
- Collaborated with teammates to deliver workshops that left 94% of participants more confident in their STEM abilities.

UX/UI Designer and Developer Intern

Mar. 2025 – May 2025

Code Melain (RennelCo) - Community platform

Remote

- Collaborated efficiently to design a mobile-optimized web-app for a community platform connecting Black healthcare professionals across Canada
- Coordinated and conducted UX research and competitor analysis on AI integration to guide app feature developments while identifying key designs in UI

LEADERSHIP EXPERIENCE

Vice Chair Sept. 2025 – Present
Student Section of American Society of Mechanical Engineering (ASME) *Oshawa, ON*

- Lead the creativity of the content creation on Instagram and LinkedIn, see @asme_ontariotech
- Manage a team of 6 executives to plan for the academic year according to events that align with ASME values

Vice President of Finance & Administration May 2025 – Present
Ontario Tech Engineering Students' Society *Oshawa, ON*

- Developed and deployed a Google Apps Script to automate the ledger in Google Sheets via responses from Google Forms, improving accuracy and efficiency
- Led the development of sponsorship packages, coordinated payments, and collaborated with external partners to secure funding and industry support
- Initiated project management that includes task tracking, organizing a team with 20+ people, and ensuring operational efficiency

Robotics Judge and Referee Nov. 2022 – Nov. 2025
FIRST Robotics - LEGO League *Toronto, ON*

- Evaluated competing teams' innovation projects and core values as a Provincial Judge at the Nov. 2024 and Nov. 2025 Mary Ward LEGO League Qualifier and the Jan. 2025 FLL Provincial Championships at Durham College
- Contributed to the development of young STEM talent by providing constructive feedback and recognizing exceptional technical problem-solving and teamwork skills

AWARDS

2nd place at NASA Space Apps Hackathon 2025 Oshawa Oct. 2025

- Won 2nd place among 17 teams and collaborated with 5 other teammates
- Developed an interactive dashboard using NASA's open data sources to unify satellite feeds, surface measurements, and weather forecasts delivering personalized air quality insights and pollutant explanations

1st place at Autonomous Drive Club (ADC) - Figma Interface Challenge Feb. 2024

- Won 1st place among 10 other teams by collaborating and designing an accessible electric vehicle dashboard using Figma
- Conducted in-depth research on accessibility standards and integrating user needs for visual impairments

1st place at Demo Fest - Autonomous Line Follower Robot Feb. 2024

- Won 1st place among 15 other teams through collaboration and designing a fully custom autonomous line following robot
- Robot was powered by an Arduino Uno, using 3 IR sensors for accurate line tracking and a motor driver for smooth motion control, with a robust chassis with precision fit components
- Programmed in C++, implementing track-specific logic to handle sharp turns and loops with precision and speed

1st place at NASA Space Apps Hackathon 2024 Oshawa Oct. 2024

- Won 1st place among 11 other competing teams and collaborated with 5 other teammates
- Developed an interactive Geographical Information Systems (GIS) map tool that uses NASA's data in community mapping to allow users to generate STL meshes of digital elevation and water level for terrain and Surface Water and Ocean Topography (SWOT) analysis

Best Design (Top 3) - Engineers Without Borders (UofT): Innomasters Program Feb. 2024 – Apr. 2024

- Won Best Design (Top 3) among 10 other teams, in Clean Water and Sanitation in the United Nations (UN) and Sustainability and Development goals category
- Designed and 3D printed a robust water filtration model using Computer-Aided Design (CAD) software: Onshape

CERTIFICATIONS

UX Design: Research, Prototyping, Accessible Interactions April 2025

- Analyzed and applied various user experience (UX) research methods to gather and interpret user needs and behaviors
- Explained principles and techniques to create accessible and inclusive user interface (UI)
- Developed proficiency in using prototyping tools like Figma to create and test interactive designs