

Jason Salonga

Product Designer & Front-End Engineer

Product designer and front-end engineer who ships accessible, user-centered web apps end to end, from research and prototyping to production in React, TypeScript, and Figma. Pairs design with practical AI: local LLM deployment, agentic workflows, and AI-assisted development.

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Skills

Design

[Figma](#) [Design Systems](#) [User Research](#) [Prototyping](#) [Wireframing](#) [Accessibility \(WCAG\)](#) [Framer](#) [Web 3D \(Three.js / R3F\)](#)

Front-End

[TypeScript](#) [React / Next.js](#) [Tailwind CSS](#) [HTML / CSS](#) [Node.js](#) [Python](#) [Testing \(Playwright / Vitest\)](#) [Storybook](#) [Data Viz \(D3 / visx / Recharts\)](#)

Artificial Intelligence / Machine Learning

[LLM APIs](#) [Prompt Engineering](#) [RAG](#) [Vector DBs](#) [Agentic AI](#) [Local LLM \(Ollama / vLLM\)](#) [MCP](#) [AI-Assisted Dev \(Copilot / Claude Code\)](#)

Experience

Designer & Full-Stack Developer • Portix

2025 · Personal Project · Next.js 16 / Hyperliquid HIP-1

Designed and built a two-sided event ticket marketplace; fans buy and resell, hosts issue, manage, and scan tickets at the door. Shipped a consumer marketplace plus a host Box Office dashboard (live mint/redeem metrics, QR scan-to-redeem) in one app. Used KYC-gated, anti-scalping checkout so tickets stay with real fans; on-chain ownership via Hyperliquid HIP-1.

Designer & Full-Stack Developer • SlitherGrow

2026 · Personal Project · Next.js 15 / Neon / Recharts

Designed and built a crypto portfolio tracker that turns holdings into a monthly spending allowance, with live prices and goal tracking. Built an allowance engine projecting spendable monthly yield plus an appreciation, with a Recharts performance view and goal lines. Shipped guest mode with seeded demo data (explorable without signup) plus better-auth login backed by Neon.

User Experience Designer • Torus Biomedical Solutions

May 2024 – Jan 2025 · 9 mos · Vancouver, BC (Hybrid)

Designed a C-arm surgical guidance interface to reduce radiation exposure and surgical time; delivered a 6-step flow for surgeon review. Built interactive 3D visualization tools to improve surgical navigation and decision-making. Drove user-centered design through research, usability testing, and iterative prototyping.

User Experience Designer • Peak HydroMet Solutions

Dec 2023 – May 2024 · 6 mos · Remote

Designed data-driven UI/UX for hydrometeorological monitoring applications. Built interactive dashboards visualizing precipitation, temperature, and water levels.

Web & Systems Developer • Vancouver Chinese Film Festival

Apr 2022 – Sep 2023 · Co-op + Contract

Recovered the festival site from a full breach and moved ticketing plus film submission from manual to ~90% self-serve online. Built and maintained the responsive site; owned ticketing end to end (purchase, distribution, validation) each event. Added a bilingual EN/zh toggle and ZOHO email to improve accessibility and security post-breach.

Lead User Researcher • Delta Farmers Institute

2022 · User Research · Field Study

Led a field study of DFI's website with Delta farmers, mapping real needs around water salinity, tides, and weather. Ran farmer interviews and a heuristic evaluation, then proposed a mobile-first redesign (real-time alerts, dashboard, historical data) to strengthen DFI's provincial funding case.

Education

Simon Fraser University

B.Sc. Interactive Arts & Technology (SIAT) · 2019 – 2024

Concentrations: Artificial Intelligence, Data Science for Human-Centred Systems, and Creative Media