

WORK EXPERIENCE

Lead UI Designer / Remote

SCI • Manila, PH • Nov 2015 - Oct 2020

- Spearheaded the design process of mobile and web projects, namely the interface, user flow, wireframe or mockup, interaction, and prototyping from all design and development stages
- Responsible for interface design decisions and adhere to design guidelines and frameworks for multi-platform consistency
- Worked closely with team lead PM, QA, and engineers to meet objectives and to communicate with the iteration of wireframe's user flow and interaction
- Collaborated with the founders and led the conceptual design for brand logo, visual identity, style guide, and illustration across the company and products
- Supported the marketing lead on creating visual elements for contents

Lead Designer / Front-end Web Developer

Bitmarket • Manila, PH • May 2014 - Jun 2015

Also known as SCI

- Since day one, my work expands from all aspects of design to ideate for brand logo, infographic, visual design, visual identity, and mockup or wireframe of the app
- Responsible for conceptual design on all website's wireframe/mockup and user flow
- Converted web wireframe into a product-ready prototype (HTML, CSS, and jQuery) for production

Lead Designer / Front-end Web Developer

Coinage • Manila, PH • May 2014 - Jun 2015

- Led the design for brand logo, website, web app, and the backend system
- Pitched ideas to lead engineer on interface design, user flow, and experiences
- Learned AngularJs templating to help the lead engineer's front-end matter

Managing Partner / Creative Director / Front-end Web Developer

Milkfish Studio • Cebu, PH • Nov 2009 - May 2014

- Led the agency's portfolio development, facilitated the photography highlighting clients project, and contributed the website's front-end javascript coding
- Helped the partners managing the day-to-day operations
- Collaborated with team members and partners to meet client expectations
- Managed team members and reviewed work across multiple projects daily
- Handled creative, website design or front-end development on a project basis

Designer / Front-end Web Developer

Freelance • 2009 - [Present](#)

- On occasion, I worked with previous clients. I also had the opportunity to work with companies like investment firms, startups, and logistics. My worked spans primarily: interface visual design, user flow, illustration, beautify presentation, logo design, visual identity, and designing, developing web.

PROFILE

I create visual interface design with care and attention to detail and consider having a basic understanding of design principles is crucial in providing effective interfaces – simple, clear, sustainable designs that people understand.

Besides interface elements, I also do a contextual illustration around it.

At free time, I spend playing with my son and tinkering recently with web frameworks like React and Gatsby.

SKILLS

I have experience working with teams to define and conceptualize design to make ideas come to life. I enjoy working on the interface, mockup, and wireframe at varying degrees. When designing a user interface, I usually work on Sketch. Lately, Figma is more prominent on all types of work for illustration, vector graphics, wireframe, basic prototype, user flow, etc. For more advanced editing, my go-to is Photoshop and Illustrator.

In prototyping, I do most of it in Figma and also happened to have intermediate experience using Framer and Origami Studio. If work permits, I can go further.

For web development, I regularly lean on using frameworks like Bootstrap and Tailwind CSS.

The tools and frameworks that I mention are my favorites. If the team's workflow using a different type that works well, I'd be happy to learn it.