

JULIUS CALASICAS

ux ui • product design

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summary

I'm a former project/product manager with 11 years of experience building custom CMS websites, internal tools, and web/mobile applications. I made the transition to user experience and interface design in 2023 so I can leverage what I learned managing cross functional teams at design agencies into a new career as a creative professional.

education

associate of art in user interface design

Kapiolani Community College • 2023 - 2025

master of science in library & information science

Pratt Institute • New York, NY • 2010 – 2012

bachelor of arts in English

University of Portland • Portland, OR • 2004 – 2008

competencies

- requirements gathering, backlog management, sprint planning, feature prioritization
- functional documentation
- JIRA, Confluence, Trello, Pivotal Tracker
- wireframing, user flows, digital transformation

ux + design

- Figma, Sketch, Adobe XD
- Photoshop, Illustrator, Procreate, After Effects
- design systems, prototypes

technology

- html, css, js
- Git, GitHub
- agile development

business systems analysis

- workflow improvements
- product strategy
- functional specifications

project management

- daily standups, client demos, retrospectives
 - planning and strategy
-

experience

AMORPHIAN • Honolulu, HI • Remote

2024

Founder, ux ui product designer

Jumpstarted my own consultancy LLC to help small and large business scale up, strengthen and apply their brand across digital and print environments.

ANTHOLOGY MARKETING GROUP • Honolulu, HI

2021 - 2022

technical project manager

Managed 5 to 10 simultaneous digital projects across government, automotive, non-profit, and financial industries; led daily standup for design and development teams; resolved API issues by working closely with technical leads and clients; led creative and technical teams to redesign financial website; organized backlog in Kanban methodology; triaged client feedback into actionable tasks; reviewed frontend and backend CMS development for beta release.

Aloha Pacific Credit Union: spearheaded redesign project from initiation to release by synthesizing SOW, estimates, and timelines into a project plan; ushered requirements, feedback, and revisions into following phases; reworked design/dev process from traditional waterfall into parallel paths, reducing timeline by 2 months.

FIRSTBORN • New York, NY

2021

senior producer, technology production, project management (contract)

Apple: managed creative and technical workstreams of six B2B/B2C marketing products for new product initiatives; led daily scrums, client reviews, and debriefs to ensure top-quality deliverables; created datasets to categorize visual assets copy fields, and global UI components for technical development team.

SIMONS FOUNDATION • New York, NY

2020

project manager (contract)

Sandbox Films: aligned branding and design agencies workstreams to ensure seamless handoff; led feedback gathering session for social strategy, brand, and design reviews; managed technical infrastructure setup with web developers.

FREELANCE • New York, NY • Honolulu, HI • Remote

2017 - 2020

freelance product manager, project manager, UX design, systems analyst

Guided clients with product strategy, roadmaps, feature development planning; design wireframes and visual assets.

ELEPHANT • New York, NY

2019

project management lead (contract)

NBC Peacock: managed a team of over 12 UX/UI designers, animators, and developers to build front-end media streaming app through multiple review-driven workstreams; designed physical Kanban board to visualize workflow and improve team collaboration; owned daily hot sheet, master tracker, and review notes to document progress.

PUBLICIS SAPIENT (f.k.a. Sapient Razorfish) • New York, NY

2019

senior product manager (contract)

Samsung: owned functional requirements for Customer Direct Marketing's \$1.1M proposal; partnered with lead architect to build systems integrations in agile methodology by leveraging Adobe Experience Manager features; interviewed business leads, stakeholders, and technical teams; documented how-to guide of creative, content authors, QA, analytics, and inter-agency activities; managed backlog of features, improvements, and fixes for sprint planning.

B2C: Prototyped homepage and global nav in Proto.io to showcase premium design and animations; designed Component Library 2.0 master Sketch file to standardize wireframes for UX; populated backlog of enhancements by leading requirements gathering sessions; captured component-based templates in Confluence.

R/GA • New York, NY

2018

product analyst (contract)

Leveraged product and project management skills to thoroughly document functional specifications of mobile healthcare app; guided junior ux designers and collaborated with senior ux leads to visually express a client brand into solid user experiences; mapped current process flows to chart enhanced user journeys; identified functional gaps, process improvements, and technical limitations of legacy app; planned and executed feature and design reviews.

DEF METHOD • New York, NY

2017 - 2018

product manager

Led product development teams across portfolio for startup clients; successfully won clients by pitching modular designs; collaborated with designers to conceptualize product vision; applied project management skills to plan sprints and milestones; provided product strategy during discovery phase with prospective clients; designed dashboards, validated multi-user flows; developed gamified UX concept; validated user stories, split large feature stories into smaller components, ran bi-weekly retros.

VSA PARTNERS • New York, NY

2017

product manager (contract)

IBM: managed internal products for IBM within scrum framework; represented client and business needs throughout daily standups, backlog refinement and sprint planning meetings; defined sprint goals and wrote user stories.

STUDIO ANALOGOUS • New York, NY

2016 - 2017

digital project manager

Prepared, executed, and assured quality from concept to release; managed delivery and requirements across UX, Visual Design, Technical Development, and QA teams; trained client / internal teams on new systems and workflows; integrated Wordpress, Libsyn, and Vimeo functionality; led technical development with Venezuelan vendors, managed client expectations, develop content curation systems; converted out-of-scope items into billable project extensions.

NBC SPORTS • Stamford, CT2015 - 2016

associate technical project manager

2016 Rio Olympics: supported the development of a Drupal CMS by managing the backlog of requests; drove change request process for modified documentation ensuring all stakeholders signed off on revisions; defined the scope, milestones and timeline of Rio version for PR website by leading kickoff meeting with product owner; scheduled technical review meetings with developer; and building design and technical team

NATIONAL GRID • Brooklyn, NY2012 to 2015

product / project manager, business analyst (contract)

Managed internal clients to post marketing content to corporate website; managed vendors, collaborated with cross-functional teams, developed 2-year roadmap of major content migration; executed production of web interface for hi-tech electrical grid system; strategic planning to catalog 2000+ webpages across 3 technical environments to develop site map for custom CMS.

MARVEL ENTERTAINMENT • New York, NY2011

intern

Supported editorial staff: circulated bound and single comic books, trade paperbacks, and omnibuses; expanded digital catalog with internal content management system (CMS), generated and applied barcode identifiers.

distinctions

2024 PELE Award Winner in Collateral Design Editorial Spread

SCRUM CERTIFIED (CSM, CSPO)

BILL & MELINDA GATES MILLENNIUM SCHOLAR