

EXPERIENCES

UI/UX & Graphic Designer (Remote) <i>Aug 2019 – May 2024</i>	Surf Giveaways (formerly Trufan) Handled brands like EA, Prime Gaming, GFUEL, Bud Light, and more, leading the design of campaigns and websites. Involved with different departments to solve problems and worked closely with Marketing and the CEO in early stage of the startup.
UI/UX Designer <i>Oct 2018 – Aug 2019</i>	Infor Collaborated hand-in-hand with Business Analysts and Frontend Developers to make financial and performance management software better. Designed screens and flows to improve user experience and managed the Sketch design library.
Design Specialist <i>Aug 2017 – Sep 2018</i>	Freelance Served small business owners and startup CEOs, offering a range of design services from branding and web design to UI/UX and graphics. Also handled frontend development and pitch deck design, ensuring seamless and engaging experiences.
Web Designer <i>Jun 2015 – Aug 2017</i>	Bayview Technologies Delivered designs for responsive web projects in a fast-paced team, fixed UI/UX problems, and pitched in on user experience strategy and frontend development.
UI/UX Designer <i>Apr 2014 – May 2015</i>	Graftene Web Services Led the creation of concepts, user flows, wireframes, prototypes, and interfaces for web and mobile app projects, making sure to focus on what the client needed.
Junior UI Designer <i>Apr 2012 – Apr 2014</i>	Klab Cyscorpions Involved with the Android team on UI designs for web, apps, and games. Helped out with mobile development in mobile game creation.

SKILLS & TOOLS

Softwares	Design	Frontend / Web	Soft Skills
Sketch / Figma	UI/UX	HTML5 + CSS3	Strong Adaptability
Photoshop	Usability & User Testing	Basic Javascript	Problem Solving
Illustrator	Prototyping / Wireframing	Styling Frameworks	Critical Thinking
Framer	Graphic + Visual	Version Control	Effective Communication
Zeplin	Branding	Asset Optimization	AI Utilization
Collaboration Tools	Design System	Accessibility	Advance Googling