# Bernardo Vilas Jr.

**UX & Product Strategy** 

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#### **EXPERIENCE**

#### **Creative Lead**

Surf Giveaways Sep 2019 – Jan 2025

- Partnered with brands like Amazon Prime Gaming, HP, EA Games and more to improve engagement and drive revenue through tailored campaign experiences.
- Helped design and launch giveaway campaigns that reached millions of users, delivered 20M+ total interactions, and gained 3M+ followers across multiple brand activations.
- Contributed to building a design system to improve consistency and cut launch time by 25%.
- Collaborated with product managers, developers, and marketing teams to design the giveaway system and produce client visuals and marketing content.

### **UI/UX** Designer

Infor Oct 2018 – Aug 2019

- Worked on UX design for enterprise financial software to improve user workflows and overall interface usability.
- Contributed to building a design system with other designers to support consistent and scalable interfaces
- Worked with developers and stakeholders to align design with business goals and user needs across the entire project cycle.

## Freelance Designer

Self-Employed Aug 2017 – Sep 2018

- Worked with startups and companies on graphic design, web design, UX, branding, and basic web development.
- Communicated directly with CEOs and teams to help plan products and improve online presence.
- Created branding guidelines, prototypes, and visuals to support faster launches and consistent design.

## **UI/UX** Designer

Bayview Technologies

May 2014 – Aug 2017

- Designed and optimized user interfaces for online gaming platforms and increased user engagement by 15%.
- Created prototypes and design assets to support development and ensure consistent UX across web and mobile platforms.

## Junior UI Designer

Klab Cyscorpions

Apr 2012 – Apr 2014

- Designed UI for Android mobile games, apps, and websites improving interfaces and user experience.
- Collaborated with game developers to ensure optimized and responsive UI assets

## **SKILLS**

# Design & Product

UX Strategy, Product Thinking, Design System Management, User Research, Journey Mapping, Wireframing, Prototyping, Interaction Design, Accessibility, Usability Testing, Design Ops, Agile Collaboration

#### Tools

Figma, Sketch, Photoshop, Illustrator, Framer, Whimsical, Zeroheight, Frontify, Zeplin, Notion

# CERTIFICATIONS

#### IBM Product Owner, March 2025

• Gained expertise in Agile product development, backlog management, stakeholder communication, and Scrum frameworks to drive product vision and strategy.