Bernardo Vilas Jr.
UI/UX Designer

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SKILLS

Design
- Proficient in Sketch, Photoshop, Illustrator, Adobe XD, Invision, and Balsamiq.
- Creating wireframes and mockups for web and mobile apps.
- Optimization of assets for better performance.
- Crafting and conceptualizing remarkable and meaningful identity for various brands from scratch.
- Usage of collaboration tools such as Zeplin.
- Creating stationery, packaging, and other printable designs.

Frontend Development
- Proficient in HTML5, CSS3, and knowledgeable in JS.
- Conversion of mockups into fully working static website.
- Usage of styling frameworks such as Bootstrap, Foundation, and UI Kit 3 for better collaboration with developers.
- Capable of using version control system.
- Mobile responsive design.

EXPERIENCES

UI/UX Designer (Remote)
Aug 2019 – Present

PLAYR.gg (Acquired by Trufan)
Responsible for designing the whole website with the help of whole team to produce the best growth platform for gamers. Collaborating with everyone to solve user problems and also working directly with Marketing and CEO for promotional paraphernalia such as trade shows and giveaways.

UI/UX Designer
Oct 2018 – Aug 2019

Infor PSSC Inc.
Collaborating directly with BAs and Frontend developers to improve the current software for financial and performance management. Designing screens and flows to improve the user experience. Contributing to our Sketch design library.

UI/UX Designer
Aug 2017 – Sep 2018

Freelance
Crafting designs and patterns for web and mobile apps from scratch. Interviewing stakeholders or CEO to determine the goals. Brainstorming, Usability Testing, and solving design problems with the team.

Web Designer
Jun 2015 – Aug 2017

Bayview Technologies Inc.
Delivers design for various responsive web projects in an agile team. Solves UI/UX problem, responsible for user experience strategies, and frontend development.

UI/UX Designer
Apr 2014 – May 2015

Graftene Web Services
Responsible for conceptualization, creating user flows, wireframes, prototypes, and interface of website and mobile apps for various projects.

Junior UI Designer
April 2012 – Apr 2014

Klab Cyscorpions Inc.
Working with team members to produce UI designs for web, apps, and games. Collaborating with mobile developers to create mobile games.