

# Anna Jane Matillano

PRODUCT DESIGNER

 www.ajmatillano.com

 aomatillano@gmail.com

 +63 928 391 2143

## WORK EXPERIENCE

### Product Design Lead

UBX Philippines - Pasig, Philippines

Jun 2019 - Present

 Promoted as the Line Manager of the Design Team (Aug 2019)

Leads the Design Team by cultivating a culture of feedback, continuous learning, and camaraderie. Also leads the design, management, and implementation of UBX's first-ever Design System.

### UX/UI Designer

Salarium - Makati City, Philippines

May 2018 - Jun 2019

Worked cross-functionally to help manage and design the new version of a digital wallet app for web, iOS, and Android while supporting its old version. Also spear-headed product's rebrand effort, copy repository maintenance, and design library documentation.

### Freelance UX/UI Designer

Piktochart - Penang, Malaysia

Sep 2017 - Feb 2018

Designed and self-managed multiple web-based products from scratch in a fast-paced environment through iterative design process with an international team of developers and designers.

### Senior UI Designer

Voyager Innovations Inc. - Pasig City, Philippines

Jun 2013 - Jan 2017

 Promoted from Associate UI Designer to Senior UI Designer (Feb 2016)

Worked directly with clients, product owners, project managers, and engineers in an agile-scrum environment.

Designed clean and consistent UI for multiple iOS, Android, and web applications from conceptualization up to production.

## SKILLS

● ● ● ● ● Interaction Design

● ● ● ● ● Visual Design

● ● ● ● ● Product Management

● ● ● ● ● Team Leadership

● ● ● ● ● Usability Testing

● ● ● ● ● Workshop Facilitation

## EDUCATION

### B.Sc. in Information Technology

University of the East - Manila

Jun 2009 - Apr 2013

### Diploma in Multimedia Arts

Systems Technology Institute  
- PPC, Palawan

Jun 2007 - Apr 2009

## HACKATHONS

### Decode Tomorrow


Nov 2018 - Mentor

### U:Hack Manila 2017

Dec 2017 - Mentor

### Hack the Climate

Sep 2015 - UI Designer in a team of 5

 Grand Winner - Team "Re/cycle"