

# Bianca Mikaila V. Aguilar

## Product and Visual Designer

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## EXPERIENCE

### FluidStack Solutions

Intern to Designer (May 2020 — March 2021)

Brand & product design for a startup studio. Designing mobile experiences & interfaces + social media collateral for leads generation.

### Areté Ateneo

Digital Content Intern (March 2020 — )

Produce design, copy, and illustration for the school's creativity & innovation hub. 1 out of 3 chosen from pool of ~70 applicants

### The Bumpy Career

Design Intern (Feb 2018 — Oct 2019)

Redesigned and built Squarespace website for premiere career blog for Filipino Gen Z. Realigned with brand and improved usability.

### Woman, Create

Creatives Intern (Jun 2018 — Sep 2018)

Created art for the planner "365 Wonders 2019" and the exhibition "Edition: Feminism". Portion of proceeds for the non-profit Young Focus.

## LEADERSHIP

### Developh

Chief Design Officer (Sep 2018 — )

Leading youth nonprofit building experiences for social good. Co-designed brand & assets. Work across marketing & community programs, facilitating campaigns, events, and more.

### User Experience Society - ADMU

AVP for Design Training (June 2020 — )

Facilitate & host events and create design challenges & resources for educating members in UX Design.

## EDUCATION

### Ateneo de Manila University

AB Interdisciplinary Studies (May 2023)

Tracks in Information Design & Computer Science: Programming (3.82/4.0)

## SKILLS

**Software** Adobe Creative Suite, Figma, Procreate, Miro

**Coding** HTML, CSS, Javascript

## PROJECTS

### Lucent Fair

Creatives Head (Mar 2018 — Sep 2018)

Directed brand identity of a mental health creativity fair, getting 3k+ reach and ~120k in donations. Led remote team of 5.

### Youthack Manila Startup Challenge

Marketing Core: Design (Jul 2017 — May 2018)

Directed brand identity of an annual 2-day technopreneurship bootcamp for students, getting 36.5k reach and 580+ responses.

## ACCOLADES

### Interhackt

First Runner-up (April 2020)

Rapid research and design of a tracker + community app for learning. International designathon entry. Bested 30+ participants.

### UX University

Second Runner-up (April 2020)

Rapid research and design of a habit tracker app for healthy habits, pitched to alumni product designers. Bested 30+ participants.