Felipe Olguera Jr.

Senior UX/UI & 3D Interaction Designer

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Professional Summary

Multi-disciplinary UX/UI & 3D Designer with 23 years of creative experience and 12+ years leading digital product design initiatives across web, mobile, and immersive interfaces. Expert in user-centered design, 3D modeling, and interactive front-end development. Skilled in designing intuitive interfaces for complex enterprise systems and building next-gen experiences with Three.js, React.js, Blender 3D, and Unreal Engine. Known for blending functionality, creativity, and emerging technology to craft seamless and delightful user experiences.

Core Skills & Tools

UX/UI Design: User Journeys, Wireframes, Prototyping, Usability Testing, Design Systems

3D Design & Dev: Blender 3D, Unreal Engine, Three.js, Digital Twin Modeling, WebGL

Front-End Development: HTML5, CSS3, JavaScript (ES6+), React.js, Three.js, Vite, Nextjs

Design Tools: Figma, Adobe XD, Sketch, Axure RP, InVision, Marvel, Flinto

Agile Collaboration: Cross-functional Teamwork, UX Research, MVP Iteration, Dev Handoff

Industries: Smart Cities, SaaS, eCommerce, Gaming, B2B Platforms, Real-Time Apps

Portfolio

https://felipeolguera.online

Licenses & certifications

https://www.linkedin.com/in/felipeolguera/details/certifications/

Professional Experience

Senior UX/UI & 3D Designer

ZainTech FZ LLC, Dubai, UAE

Nov 2019 – Present

- Led UX/UI design for enterprise-scale digital platforms across web, tablet, and mobile.

- Developed 3D digital twins for smart buildings and districts using Blender 3D and Three.js.

- Collaborated closely with developers and product teams to deliver scalable, high-impact user experiences.

- Built and integrated interactive front-end modules with React.js and WebGL.

- Participated in UX audits, created user flows, and improved accessibility and usability of products.

- Supported POCs involving Unreal Engine for virtual simulations and immersive UI demos.

UX/UI Designer & Front-End Developer

Lark and Berry, Hong Kong

Mar 2018 – Nov 2019

- Designed and tested mobile-first experiences and high-fidelity prototypes for luxury eCommerce.

- Conducted UX reviews, A/B tests, and crafted optimized visual journeys for conversion and retention.

- Developed functional frontend assets, collaborating with dev teams to ensure design fidelity.

Creative Director

iGafencu.com (Totalmedia Hong Kong)

May 2015 – Jan 2018

- Directed end-to-end UX strategy for online magazine and brand platforms.

- Managed stakeholder feedback, research insights, and fast-paced iteration cycles.

- Delivered cross-platform responsive designs for mobile, desktop, and tablet products.

Lead UI Designer (Remote)

Visual Workplace, Inc., USA

Sep 2008 – Sep 2015

- Designed UI for mobile apps and casual games; provided UX assets and developer guidance.

- Produced print and web collateral, vectors, and branding materials.

- Initiated remote collaboration best practices and asynchronous design feedback cycles.

Senior Graphic Designer

Foshan Sansico Printing, China

Jun 2005 – Jun 2008

- Created branding packages, packaging design, and layouts for large-scale print production.

- Managed pre-press prep and layout QA for print-ready files.

Graphic Designer

Studiotech Advertising, Philippines

May 2002 – Jun 2005

- Edited and enhanced event photography and videography for client presentations.

- Designed photo books and multimedia deliverables for high-end events and weddings.

Education

Bachelor of Science in Accounting

Polytechnic University of the Philippines (1998 – 2000)

Tech Stack & Tools

Design & Prototyping: Figma, Adobe XD, Sketch, Axure RP, InVision

3D & Visual: Blender 3D, Unreal Engine, Three.js, WebGL, After Effects

Frontend Dev: React.js, JavaScript (ES6+), HTML5, CSS3, Vite, Git

Others: Jira, Trello, Slack, GitHub