Felipe Olguera Jr.

UX UI / 3D Designer

felipeolguera@gmail.com / +97152532744 / in/felipeolguera

SUMMARY

Experienced UX/UI Designer with a 23-year background in design, including 12 years of focused expertise in UX/UI Design. Skilled in designing

user-friendly mobile and web applications using top prototyping tools like Figma, Adobe XD, Sketch, inVision, Marvel, Flinto, and Axure RP. Well-

versed in user-centric design methodologies, committed to delivering exceptional product experiences through cross-functional collaboration.

EXPERIENCE

UX UI 3D Designer

ZainTech FZ LLC / Dubai, United Arab Emirates

November 2019 - Present (5 years 8 months)

- Design user workflows for enterprise products (Web/Mobile/Tablet)
- Work with a cross-functional, product managers, developers and other stakeholders
- Balance user needs with technical constraints to help realize the team's ideas, translating these ideas into extraordinary visuals
- Join projects at varying stages of production, ranging from prototyping to providing scalable production resources, to polishing and optimizing Ul
- assets for shipping, working closely with engineering to ensure a high-quality product
- Regular UX/UI walkthroughs and competitive analysis
- Keep improving the user experience
- Designs 3D Digital Twins of smart buildings for the smart city/district IP
- Frontend developing using react.js integrating 3D web developing using Threejs

UX UI Designer / Content Designer / Front End Developer

Lark and Berry / Hong Kong

March 2018 - November 2019 (1 year 9 months)

o Drive User Experience Auditing, Visual Design Conceptualization of the User Experience, Microcopy and Presents Concepts and Solutions to stakeholders
o Creating Prototypes, wire frame, usability testing, and suggesting creative ideas to improve digital products based on best user experience practices
o Collaborates with the developer explaining functions, creating graphic elements for apps and making sure the product yields great result

Creative Director

iGafencu.com by Totalmedia Hongkong

May 2015 - January 2018 (2 years 9 months)

o Understand the business needs and identify problems of the current prototype and devise elegant solutions.
o Conceive and conduct user research and translate feedback into wireframes and prototypes.
o Work closely with the development team to make sure all UX is high class and seamless
o Prioritizing feature development
o Ensure that the projects are delivered on a timely manner
o Designing and optimizing high-quality product experiences for a variety of platforms including desktop, web and mobile
o When needed work on overflow design work (Graphic and advertising materials)

UI Designer / Lead Senior Designer

Visual Workplace, Inc. USA / Remote

September 2008 - September 2015 (7 years 1 month)

o Designing Ul elements for mobile apps and games
o Communicates with the developers and provide support
o Designs Graphics needed for print and web
o Converts jpeg graphics into vectors for vinyl printing

Senior Graphic Designer

Foshan Sansico Printing / China

June 2005 - June 2008 (3 years 1 month)

- o Designs Graphics needed for print and web
- o Prepares print arts for pre-press printing

Graphic Designer

Studiotech Advertising / Philippines

May 2002 - June 2005 (3 years 2 months)

- o Enhances photos taken in studio for the clients
- o Designs photo book for weddings and event
- o Creates/Edits videos taken from event and presents them to the client

EDUCATION

Bachelor of Science, Accounting

Polytechnic University of the Philippines (1998 – 2000)