

Anna Jane Matillano

With 10 years of helping companies & clients design applications that make sense for their users.

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WORK EXPERIENCE

Lead Product Designer —Laminar Projects

DECEMBER 2022 - PRESENT / London, United Kingdom (Remote)

Leads project designs and collaborates directly with the co-founders, product team, engineering team, and other designers..

Discovers problems and opportunities through usability tests, quantitative data captured by the analytics tools and qualitative feedback from different channels.

Helps build and manage product design team's internal processes like UX debt management, design system, and research efforts.

Product Design Chapter Lead —UBX Philippines

JUNE 2019 - DECEMBER 2022 / Quezon City, Philippines

🏆 Promoted from Senior Product Designer to Product Design Team Lead (June 2021)

🏆 Interim Product Design Team Lead (August 2019)

Casted vision and drove the team towards a common goal.

Helped grow the team from 5 to 15 designers. Made sure to keep the designers' satisfaction, growth, and excellence at work.

Advocated for data-backed design decisions by creating a UX Researcher job role, integrating research in the design workflow, creating workshop templates, and acquiring a quarterly research budget.

Led the creation and expansion of UBX's design system by acting as its Product Owner. The UBX design system has 70+ unique components with 1,500+ variations.

UX/UI Designer — Salarium

MAY 2018 - JUNE 2019 / Makati City, Philippines

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 created its first-ever design library and documentation.

Spearheaded the creation of a centralized copy repository for easier auditing and for a more scalable design process.

TOP SKILLS

1. Interaction / UI Design
2. Design System
3. Leadership
4. Agile / Kanban Methodology
5. Design Workshop
6. UX Research
7. Design Thinking

OTHER SKILLS

1. Project Management
2. HTML, CSS, SCSS, JS Vanilla
3. Elementor - Wordpress
4. Brand Design
5. Analytics

TECH STACK

1. Figma
2. Storybook, Zeroheight
3. Hotjar, Google Analytics
4. Trello, Gitlab, Github
5. Basecamp

LANGUAGES

1. English - Fluent / Secondary
2. Dutch - AI
3. Filipino - Native


EDUCATION

B.Sc. in Information Technology

University of the East, Manila

Senior UI Designer — Voyager Innovations

JUNE 2013 - JANUARY 2017 / Pasig City, Philippines

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

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

Designed clean and consistent UI for iOS, Android, and responsive web applications from conceptualization to production. Provided well-written design documentation to make sure that the designs are consistent.

Designed the Eat Bulaga! Mobile App. It reached 500,000 - 1,000,000 downloads and was rated 4.5 stars by 22,339 users on Google Play.

JUNE 2009 - APRIL 2013

 Academic Excellence Awardee


 Exemplary Performance in Interschool Competitions Awardee

Diploma in Multimedia Arts

Systems Technology Institute,
Palawan

JUNE 2007 - APRIL 2009

 Academic Proficiency Awardee

 Exemplary Academic Achievement Awardee