

RENE BIGAY

UI/UX Designer | Graphic Designer

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CAREER OBJECTIVE

UI/UX Designer and Product Architect specializing in complex web and mobile applications, design systems, and market-driven interaction design. Bridging structural rigor with a new creative edge in AI video production, I turn intricate operational workflows into seamless, high-performance user experiences.

SKILLS

- Figma
- Adobe Photoshop
- Adobe Pro Premier
- Canva
- Capcut
- Experience in Agile methodology environment
- HTML, CSS, Git, JavaScript and React
- Knowledgeable in ReactJS and React Native

EDUCATION

BS Information Technology

AMA Computer College, Makati

May 2016 – May 2019

UI/UX Design Essentials

CIIT College of Arts and Technology Inc.

Nov 2022 – Feb 2023

WORK EXPERIENCE

UI/UX Designer | Graphic Designer

BeyondSensor Inc. , Singapore

Jun 2024 – Sep 2026

- Gathering and evaluating user requirements, in collaboration with product managers and developers
- Maintaining Company Website, Marketing Materials, as well as participate in Trade Show content creation.
- Conceptualizing, designing, and implementing UI Prototypes for various products
- Contribute and participate in the Marketing Campaigns, mainly in content creation.
- Present the Concepts, and Spaces to manage the delivery of the System to Product Owners, Developers, and Customers.
- Work with Business Analyst and Product Manager to review processes and devise Web, Mobile and/or Desktop Interfaces.

Freelance (Graphic & UI/UX Designer)

Freelance

Jan 2023 – June 2024

- Creating UI designs, prototypes and mockups to clients.
- Developed graphics and layouts for products illustrations, logos and websites brand styles.

UI/UX Designer

GoSEO Technology Inc. , BGC Taguig Philippines

Nov 2021 – Dec 2022

- Responsible for applying interactive and visual design principles on websites and web applications for a positive and cohesive user experience.
- Gathering and evaluating user requirements, in collaboration with product managers and developers.
- Illustrating design ideas using storyboards, process flows and sitemap. Develop UI mockups (Web and Mobile) prototypes that clearly illustrate how sites function and look like
- Perform other task related to web development may be assigned as needed (WordPress, React JS, React Native, HTML, CSS)

UI/UX Designer | Junior Front End Developer

Instant Online Transport Inc. Cubao

Oct 2020 – Oct 2021

- Planning and creating wireframes for new product ideas using Figma.
- Create assets use for UI and graphic designs using Adobe.
- Optimize existing user interface designs. Assisting the project manager with all aspects of software UI designs.
- Working on minor bug fixes and implementing some UI designs using ReactJS and React Native.

Graphic Designer

The Landmark Inc. , Makati

Nov 2019 – July 2020

- Responsible in creating advertisement designs for Landmark sales.
- Develop illustrations, logos and other graphic designs using Adobe Photoshop.
- Illustrating concepts by designing examples of art arrangement, size, type size and style and submitting them for approval.

INTERNSHIP

IT Technical Support

Infocom, Makati

Sep 2017 – Dec 2017

- Installing and configuring appropriate software and function according to specification.
- Setting up workstation with computers and necessary peripheral devices.
- Troubleshoot computer issues and provide daily technical support services in IT department.