

MICHAEL PAUL JAMIAS

Senior UI / UX & Product Designer

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PROFESSIONAL SUMMARY

Senior UI/UX & Product Designer with 10+ years of experience leading end-to-end design for enterprise platforms, SaaS, and consumer applications. Proven track record of scaling multi-platform design systems, reducing user friction through research-backed UX, and bridging the gap between design and engineering. Skilled in transforming complex enterprise workflows into intuitive, high-converting digital products.

CORE COMPETENCIES & SKILLS

- **Product & UX Strategy:** Design Thinking, User Research, Usability Testing, Information Architecture (IA), Data-Driven UX Validation, A/B Testing
- **UI & Interaction Design:** Enterprise UX, B2B SaaS Dashboards, Responsive & Mobile-First Design, Interactive Prototyping, Web Accessibility (WCAG)
- **Design Systems & Architecture:** Component Libraries, Design Tokens, Design System Governance, Cross-Platform UI Consistency
- **Cross-Functional Leadership:** Design-to-Engineering Handoff, Agile/Scrum Sprints, Product Requirements (PRDs), Stakeholder Alignment

TOOLS & TECHNOLOGIES

- **Design & Prototyping:** Figma, Sketch App, Framer, Adobe XD, Illustrator, Miro
- **Project & Workflow Management:** Jira, ClickUp, Wix Studio
- **Design Systems & Developer Handoff:** Figma Design Systems, Token Studio, Component Documentation, Design QA

PROFESSIONAL EXPERIENCE

Senior UI/UX Designer | TEAM International

August 2025 - August 2026

- **Workflow Optimization:** Redesigned core enterprise dashboard workflows, streamlining complex user journeys to minimize friction for daily users.
- **Design System Governance:** Built and governed an enterprise-wide component library, establishing a unified design language across all product lines.
- **Usability Engineering:** Spearheaded the usability testing lifecycle from protocol planning to synthesis, translating user insights into shipped UI updates.

Senior UI/UX Designer | Rocketship Designs

February 2025 - July 2025

- **User Journey Optimization:** Overhauled high-traffic user flows, identifying drop-off points to optimize conversion paths.
- **Design Token Implementation:** Standardized design token systems and implementation-ready prototypes, eliminating discrepancies between design intent and engineering builds.
- **Executive Alignment:** Partnered with leadership to align design strategies directly with core business objectives, mitigating late-stage scope changes.

Senior UI/UX Designer | Absolutebet

August 2024 - February 2025

- **Responsive Multi-Platform Design:** Led end-to-end UI/UX across client portfolios, translating complex technical requirements into responsive, mobile-first interfaces.
- **Accessibility & Pattern Standards:** Defined and enforced shared design patterns and WCAG accessibility standards across projects to ensure visual consistency.
- **Agile Handoff & Tooling:** Collaborated closely with cross-functional development teams via Jira and Figma to streamline design delivery from initial wireframe to production layout.

Senior UI/UX Designer | Emergent Game Design

February 2024 - August 2024

- **Interactive UI Architecture:** Crafted gaming interfaces balancing immersive visual aesthetics with intuitive, frictionless interaction patterns.
- **Modular Design Systems:** Scaled a modular design system to maintain visual consistency and behavioral logic across multi-tiered feature sets.
- **Engineering Collaboration:** Conducted design QA alongside frontend developers during implementation, ensuring zero visual drift prior to launch.

Professional UI/UX Designer | Amihan Solutions OPC

July 2022 - January 2024

- **Full-Lifecycle Enterprise UX:** Directed end-to-end UX/UI architecture for client-facing platforms, aligning target user needs with business constraints.
- **User Research & Iteration:** Executed qualitative user research and usability testing, leveraging findings to overhaul high-friction user paths.
- **Stakeholder Facilitation:** Presented interactive user flows to key stakeholders, accelerating review cycles and feedback loops.

UI/UX Designer | Upmood / Taison Digital LTD

November 2017 - July 2022

- **Cross-Platform & E-Commerce Design:** Designed end-to-end UX/UI for mood-tracking applications across mobile, smartwatch wearables, and the main e-commerce platform at upmood.com.
- **Data-Driven UX Optimization:** Applied structured user research, web analytics, and A/B testing methodologies to drive e-commerce conversion improvements and feature enhancements.
- **Rapid Prototyping & QA Delivery:** Constructed core wireframes, user flows, and interactive prototypes, collaborating directly with QA and development teams to catch layout issues before production releases.

UI/UX Designer | Cloud Compass

March 2017 - May 2017

- **Enterprise Interface Architecture:** Architected intuitive user pathways for cloud-based CRM, ERP, and e-commerce platforms.
- **Requirements Synthesis:** Translated multi-layered stakeholder specs and complex product briefs into cohesive user flows and presentation decks.
- **Wireframing & Pitch Assets:** Developed wireframes and high-fidelity presentation assets to align client expectations during initial discovery phases.

UI/UX Designer & Product Designer | Snapbox Interactive Inc.

May 2016 - November 2016

- **Product Strategy & Analytics:** Leveraged user behavior data to diagnose usability problems, optimize experience flows, and guide product roadmap priorities.
- **Requirements Documentation:** Authored, synthesized, and prioritized detailed Product Requirements Documents (PRDs) to steer engineering development sprints.
- **Dual-Role Execution:** Balanced dual product and design ownership to bridge user needs directly with development execution sequences.

UI/UX Designer | Cr8v Web Solutions Inc.

September 2015 - May 2016

- **Competitive Analysis & Discovery:** Conducted targeted market research and competitive analyses to establish UX foundations during project discovery.
- **Layout & Visual Design:** Shaped responsive site layouts and visual concepts based on stakeholder feedback and user research requirements.
- **Agile & Waterfall Delivery:** Executed design deliverables within both Agile/Scrum sprints and Waterfall client workflows depending on project scope.

EDUCATION

Bachelor of Science in Information Technology

Far Eastern University, Makati