

PHILIP GAMAD

UI/UX Designer

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SUMMARY

UI/UX Designer with over 1.5 years of experience designing web and mobile products across iGaming, fintech, e-commerce, and SaaS. Experienced in translating business requirements and complex workflows into clear user flows, wireframes, prototypes, design systems, and high-fidelity interfaces. Collaborates closely with clients, product stakeholders, developers, and QA from requirements gathering through design handoff and implementation review.

EXPERIENCE



FYB Technologies Inc.

Jr. UI/UX Designer

Apr 2025 - Present

BGC, Taguig City

- Design responsive web and mobile experiences across iGaming, fintech, SaaS, and e-commerce products.
- Translate business requirements and complex workflows into user flows, wireframes, prototypes, and high-fidelity interfaces.
- Design and improve product modules, dashboards, navigation systems, payment flows, rewards, portfolios, and account-management experiences.
- Build and maintain reusable Figma components, design patterns, and visual guidelines.
- Conduct competitor analysis, design reviews, and stakeholder discussions to identify usability improvements.
- Collaborate with clients, developers, QA, and project managers from requirements gathering through handoff and implementation review.
- Support frontend implementation using AI-assisted coding tools when required.



Online Casino Platform – US-Based Client

Freelance UI/UX Designer

Dec 2025 - May 2026

Remote

- Owned the end-to-end design of responsive casino experiences for desktop and mobile.
- Redesigned core features including game discovery, tournaments, rewards, VIP pages, navigation, dashboards, and promotional flows.
- Created user flows, wireframes, prototypes, reusable components, and implementation-ready specifications.
- Worked directly with the client, developers, and QA to review requirements, resolve design issues, and improve implementation consistency.
- Produced supporting visual assets and AI-assisted graphics while maintaining brand consistency.



FYB Technologies Inc.

Intern Jr. UI/UX Designer

Jan 2025 - Apr 2025

BGC, Taguig City

- Supported the Senior UI/UX Designer in refining website sections, promotional banners, and marketing materials.
- Designed and standardized thousands of custom game icons for iGaming platforms.
- Prepared and organized visual assets for web implementation and developer handoff.
- Maintained consistent branding, sizing, and visual quality across large batches of game assets.
- Assisted with design revisions based on feedback from senior designers and project stakeholders.
- Collaborated with the design team to improve interface consistency and overall presentation.

Key Skills

UI/UX Design

- Requirement Analysis
- Information Architecture
- User Flows and Experience Mapping
- Wireframing and Prototyping
- Responsive Web and Mobile Design
- Design Systems and Component Libraries
- Competitor and Market Research
- Stakeholder Collaboration
- Developer Handoff and Design QA

Tools

- Figma
 - Adobe Photoshop and Illustrator
 - Shopify
 - Framer and Canva
 - GitHub, Cursor, and VS Code
 - AI-Assisted Visual Asset Generation
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Education



Rizal Technological University

Bachelor of Science in Computer Engineering

Graduated August 2025



Buting Senior High School

TVL Track with a specialization in Information and Communication Technology

Jun 2018 - Mar 2020