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location Hotline Building Al Satwa 2nd
Floor Room 201, Dubai, UAE

Skillset

- Design System Creation and Management
- Visual Design
- Prototyping
- User Interface Design
- UX Research
- Website Design & Development
- Brand Identity Design

Tech Stack

- Figma
- Webflow
- Framer
- Adobe Illustrator
- Adobe Photoshop
- Elementor

Education

Bachelor of Science in Information Technology

University of Mindanao, Batch of 2019

Bachelor of Science in Nursing (6 Semesters)

Saint Mary's College of Tagum,
Batch of 2011

Jireh C. Reambonanza

UX/UI Designer and Instructor

Solutions-focused designer and instructor with five years of experience in marketing, branding, website design, and UX/UI design. I aim to empower users with my designs and provide the best design solutions that will benefit the users and the business.

Work Experience

User Interface Designer – Property Grid, Miami, Florida

March 2025 - Present

<https://www.jirehrdesigns.com/propertygrid>

- Created advanced prototypes using tokens and conditional variables that resemble the functionality of the product's new feature, the property opportunity marketplace map, and the product's dashboard.
- Provided insights on the product's user flow for both the property owners and investors.
- Fixed the design system with strong regard for variables, tokens, and components reusability to ensure a more future-proof design system and control.
- Organized the workflow of the design team, developers, and other stakeholders on Figma by publishing the design system to multiple files, creating a separate library for the company's sub-brands, and grouping files based on the product's version.
- Created guides and Loom videos for team members to understand the design system and the prototypes, resulting in a smooth collaboration.
- Worked closely with the head of design, the UX team, and the Chief Executive Officer to close the gaps in the design and fast-track development.

UX/UI Design Instructor (Part-time)

CIIT College of Arts and Technology Inc.

December 2024 to Present

- Create, organize, and continuously improve course materials, lesson plans, and assignments to teach UX/UI principles effectively.
- Conduct engaging lectures, activities, and hands-on sessions on topics such as user research, wireframing, prototyping, usability testing, and design systems.
- Teach basic to advanced Figma functions to build a design system for a project following the atomic design approach.
- Guide students through project development, critique their work, and provide actionable feedback to help them grow.
- Assess student projects, assignments, and participation, providing constructive critiques to improve their skills.
- Monitor student performance and ensure learning objectives are met.
- Oversee the final project and portfolio that demonstrates students' understanding of UX/UI principles and best practices.

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Speaking Engagements

Canva & AI for Educators: A Hands-On Seminar & Workshop for Engaging Lessons

Trainer and Resource Speaker
Laureta National High School
June 13, 2025

CSIT Academic Festival 2025

Panel of Judge
UM Tagum College
May 14, 2025

UI/UX Seminar Workshop

Guest Speaker
UM Tagum College
May 13, 2025

UX Design Workshop

Resource Speaker
UM Tagum College
May 15, 2024

Organization

President, CSIT Alumni Association

University of Mindanao Tagum
College
2021-2025

Work Experience (cont.)

Freelance UX/UI and Website Designer

Kovacova Design, Apex Brands, Gorillaco, Calman Design

December 2023 - June 2025

- Created visually appealing, responsive, and user-friendly websites using Webflow as the primary design and development tool including custom code on Webflow using HTML, CSS, and JavaScript to address Webflow's design and development limitations.
- Designed scalable and efficient CMS structures tailored to client or project needs.
- Optimized websites for speed, responsiveness, and search engine performance (SEO).
- Conducted thorough testing to identify and resolve bugs or inconsistencies across various devices and browsers.
- Designed logos, packaging, brand guides, and websites with consistent visual branding.
- Rewrote website copy using a storytelling technique to effectively communicate with users and enhance conversion potential.
- Designed high-converting landing pages that addressed the pain points of users.

UX/UI Designer and Figma Specialist

GoGorilla formerly Frontpage Digital, London, England

May - October 2024 (5 months)

- Created a component library on Figma with a strong regard for multiple use cases of component instances to achieve design consistency and more efficient design control. <https://www.jirehrdesigns.com/gogorilla>
- Developed the website using Framer with complicated use of components and nested components to provide solutions to design problems.
- Created a powerful design control by crafting a design system on Figma with dynamic variables and tokens used by font styles, effect styles, and components for the company and its multiple subsidiaries which was later translated on Framer.
- Designed a custom website with a complex subscription model that allows users to choose a customized bundle or a plan.

UX Designer – Widewalls LTD, London, England

January 2023 - December 2023

<https://www.jirehrdesigns.com/widewalls>

- Conducted intensive tests to ensure a seamless user experience across different touchpoints.
- Updated the design framework in Figma for every design iteration.
- Conducted competitive analysis to stay on the trend of a niche e-commerce industry.
- Created flowcharts for the buying journey and notifications to map out various user journeys.