

Jayrinne Isip

UI/UX Designer | Design Manager

📍 Metro Manila, Philippines

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UI/UX Designer and Design Manager with 5+ years of experience designing web and mobile products across SaaS, health tech, e-commerce, and restaurant technology. Focused on simplifying complex workflows, building scalable design systems, and delivering user-centered solutions. Strong hands-on experience in Figma, prototyping, and cross-functional collaboration.

Skills

UX & Product Design

User Flows, Wireframing, Prototyping, Information Architecture, Interaction Design, Usability

UI & Visual Design

UI Design, Visual Design, Branding, Visual Identity, Web and Mobile Design

Design Systems

Component Libraries, Design Systems, UI Consistency, Auto Layout

Tools

Figma, Zeplin, Jira, Adobe Creative Cloud

Experience

Design Manager (UI/UX Lead)

Restoplus | February 2023 – Present | Remote, Australia-based

- Led end-to-end UI/UX design for restaurant technology products, including POS systems, admin dashboards, and online ordering platforms
- Designed and optimized user flows to improve operational efficiency and usability for restaurant owners and staff
- Translated complex business requirements into intuitive, scalable product experiences in collaboration with product managers and engineers
- Established UI patterns and design standards to maintain consistency across multiple products
- Contributed to building and maintaining design systems and reusable components

Freelance UI/UX Designer

January 2023 – Present

- Designed web and mobile interfaces for startups across SaaS, health tech, and e-commerce
- Led wireframing, prototyping, and high-fidelity UI design in Figma from concept to developer handoff
- Created design systems, reusable components, and visual identities for product and marketing use
- Worked closely with founders and developers to iterate on product features and user flows

UI/UX Designer (Part-time)

Knitwise | October 2022 – January 2023 | Remote, US-based

- Improved e-commerce user experience through wireframes, prototypes, and usability-focused design updates
- Enhanced product and marketing pages to improve clarity, consistency, and conversion
- Collaborated with stakeholders to align design decisions with business goals

Design Manager (UI/UX & Graphic Design)

Next Gen HQ | April 2020 – January 2023 | Remote, US-based

- Led UI/UX design for web and mobile platforms, including high-fidelity interfaces and interactive elements
- Designed user flows, interactions, and visual systems to improve usability and engagement
- Built and maintained UI components and design systems to support scalability
- Created branding assets and marketing materials aligned with product launches
- Worked closely with developers using Figma, Zeplin, and Jira for smooth handoff and implementation

Graphic Designer / Graphic Artist

2019 – 2020

- Designed visual assets for digital and marketing use
 - Supported branding and creative direction across projects
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Education

Bachelor of Arts in Multimedia Arts

De La Salle–College of Saint Benilde

Honorable Mention, GPA: 3.280

2015 – 2019

UX Design Foundation

Parsons School of Design

2019

Awards

The Philippine Quill Awards (IABC Philippines)

Award of Excellence | 2018, 2019

Cebuana Lhuillier

3rd Place, 5-Second Videomaking Contest | 2018