Ericson Luciano
UI & Design System Designer

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> A *user interface* and *design system designer* who work with code and obsessed with making things beautiful and functional!

WORK EXPERIENCE

Principal UI Designer
March 2021 — Present
PayMongo (YC S19)

- Collaborate with product designers, engineering, and product manager to design and enhance the merchant dashboard's user experience, including user management, security logs, report overviews, and product offerings.
- Led and took ownership for the initial phases of the internal design system (S.E.E.D.S.), such as facilitating a design activity like weekly check-in and retro, establishing office hours, and championing the design system for the design team to other stakeholders.
- Mentoring other junior designers, providing feedback on their work, and instructing them on Figma and design systems

Senior UI/UX Designer
January 2018 — February 2021
Multisys Technologies Corporation

- Creating designs and prototypes in close collaboration with the development team and delivering them to clients and internal initiatives.
- Assisted in implementing atomic design for CSS structure.
- Assisting and mentoring designers in front-end development tasks such as CSS slicing and email design implementation
- Working on clients' design systems and style guides.

Product Designer (UI)
June 2017 — October 2017
Agentbox Pty. Ltd.

- Designing agent CRM software for mobile and web application platforms.
- Enhanced user experience through accelerated iterations and assisted in prototyping.
- Designed style guides and user interface (UI) kits to accelerate the development process for software engineers.

Senior UI Engineer
September 2014 — May 2017
ThousandMinds Inc.

- Developed a system for automating the front-end development process, utilizing multiple designers for each project.
- Developing a web application, a mobile-friendly website, and email templates
- Helping junior designers improve their design and front-end development (HTML and CSS) workflow.
- Designing and developing a rapid prototype for an early iteration in order to collect early partner and client feedback.

SPEAKING ENGAGEMENTS

Building an Effective Design System – Workshop & Coaching
With Prosple Team (In-person event) — April 26 - May 13, 2024

A short guide to design tokens in design systems
Word Design System Week 2022 (Virtual event) — September 22, 2022

Crash Course of Figma (Figma 101)
Google Developer Student Clubs Philippines (Virtual event) — July 28, 2022

The easiest guide to Webflow for beginners
MultiSys Designer Workshop (Virtual event) — February 5, 2021

Utility-First CSS with TailwindCSS
ReactJS Year-end Online Meetup (Virtual event) — November 28, 2020

STACKS

Figma
FigJam/Whimsical
Notion/ClickUp
Zeplin
VSCode
Github/Codepen

HARD SKILLS

UI Design
Conceptualizing
Design System
Information Architecture
Basic UX Research
User testing
Design Thinking
Responsive Design
Rapid Prototyping
Implementing design to code
HTML/CSS (Sass)

SOFT SKILLS

Communication
Empathy
Collaboration/Teamwork
Critical thinking
Problem solving
Leadership
Adaptability
Receptiveness to feedback

EDUCATION

Bachelor of Science, Major in Information Technology
City of Malabon University

2007 - 2011

VOLUNTEER EXPERIENCE

Figma Community Advocate
Friends of Figma, Philippines

September 2018 – 2024