



HELLO, MY NAME IS

Ronmar Lacamiento

Designing beautiful and meaningful experiences since 2012

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Professional Experience



Medenterprises - Product Design Lead

Sept 2023 - Sept 2024

Medworld is a medical recruitment platform enabling locum for clinicians experience easier. I joined the team as a Lead Product Designer to improve placement experience, reporting and doctor payments as well as launching their first app in the market. GM Recognition awards within 10 weeks of working.

Focus: End-to-end product design process, mobile app design, design systems, prototyping, user-interviews, usability testing, feature improvements, UX Audit, discovery workshop, UX/UI design.



MYOB - Senior Product Designer

Dec 2021 - Sept 2023

Worked simultaneously with 4 different products (Nimbus, Advanced, Advanced Professional and GreatSoft). Lead the design and innovation with Document Management Software, Work with payment integrations, and improve the experience with the MYOB Acumatica cloud ERP system.

Focus: End-to-end product design process, from customer research, risk mitigation, competitive analysis, prototyping, user-interviews, usability testing, feature improvements, UX Audit, discovery workshop, UX/UI design.



AUXO - UX Design Consultant (Part time)

June 2022 - Oct 2023

Act as as a Design Consultant working closely with the GM of Product and Senior PM to transform a legacy product into a modern WMS solution, lift the NPS and coach other designers, contributed to build the design system for AUXO and create design solution for both mobile and web applications.

Focus: End-to-end product design service, customer research, competitive analysis, prototyping, user-interviews, usability testing, discovery workshop, UX/UI design.



Gentrack Global - UX/UI Designer (Part time)

May 2021 - September 2021

Gentrack Global is a world leading utility management software. I joined the team as a Senior UX Designer with the goal to enhance the B2B experience of the product, with a new redesigned interface. Work closely with the Global Head of UX and work as a cross-functional designer.

Focus: Design System Library improvement, customer journey, competitive analysis, low-fidelity to hi-fidelity prototyping, user-interviews, feature improvements, UX Audit, Field research, design thinking, UX/UI design.



TOA Global Australia - Head of Design (Contract)

January 2020 - June 2021

Working with recent brand launch, 3 websites and 1 B2B portal application

Focus: Design leadership, UX/UI Design, project and budget management, hiring, low-fidelity to hi-fidelity prototyping, user-interviews, feature improvements, brand and identity design. Information architecture, External agency management.

Skills

UX/UI Skills

Design thinking
Design solution risk assessment
Usability testing, research
UX audit, User-interviews
Interaction design
Visual design
Product Management
Design System Building
Business Analysis
Workshop facilitation
Requirements gathering

UX/UI Stack

Adobe Creative Suite
Figma, Sketch
MIRO
Invision app
Protopie
Marvel app
Notion, Dovetail
Balsamiq

Soft Skills

Fast-learner, Team player
Learner mindset
Obsessed in building solutions
Listens to feedback
Product Leadership
Project management
Story-telling and Presentation

Educational background

Master of Design

PGDip in Design

Media Design School
New Zealand (2020)

Immersive UX Design

General Assembly
Australia (2017)

Interaction-design.org

Human Computer Interaction
2016-Present

Bachelor of Science in Information Technology

Bulacan State University
Philippines (2010)

Professional Experience



Vodafone New Zealand - UX/UI Designer

March 2019 - December 2020

Vodafone NZ's latest mobile app revamp to serve their customers well. I joined the team as a UX Designer and one of my project includes improving the payments/e-commerce experience. Responsible in designing and Launching 5G website, recognition by Apple Partners for launching iphone devices earliest in the globe.

Focus: Design System Library improvement, customer journey, competitive analysis, low-fidelity to hi-fidelity prototyping, user-interviews, feature improvements, requirements gathering, design thinking, UX/UI design.



Weroar Ltd - Co-Founder / Lead Designer

Sep 2015 - Feb 2019 (4 years)

Provide UX/UI, brand and design consultancy in New Zealand clients. oversee all design-related projects from conception and production to delivery. Collaborate with freelance developers and designers. Design interactions, prototypes, processes, and user interfaces.

Focus: UX/UI design, Design research, user-interviews, business process development, design, project and budget management, project management.



UNITEC Institute of Technology - Part Time Lecturer

Jun 2018 to Oct 2018 (2 terms)

Teach advance interaction design, UX/UI methods, process and principles. Responsible in co-writing the course content and curriculum for advance interaction-design for the terms I am teaching.

Focus: UX/UI design, Design research, user-interviews, Mentorship.



Beehive Web Solutions LLC - User Interface Designer

Dec 2012 to Jun 2018 (6 years)

Designed website/mobile interfaces for various clients. Manage incoming and outgoing design related projects, deliver a userfriendly website/mobile interface for different clients. Liaise with stakeholders and managed a cross-functional team of designers and developers overseas.

Focus: UI design, Interaction design, Design research, user-interface design.



Weka Online - Graphic Designer

Feb 2012 to Oct 2015 (3 years)

Present design ideas to stakeholders, Oversee all design related projects, from conception and production to delivery. Develop brands and update out-of-date brand designs, improve the user interface of client's websites for both web and mobile and create various multimedia campaigns.

Focus: Web-design, UI/UX Design, Interface design, Branding & Strategy



Sports Bookie Online Ltd - Senior Graphics Designer

Feb 2012 to Oct 2015 (3 years)

Function as a Senior Designer and manage incoming and outgoing design related projects, deliver a user-friendly website/mobile interface for different clients. Prioritise workloads, Liaise with stakeholders and managed a cross-functional team of designers and developers overseas.

Focus: Web-design, Interface design, Branding & Strategy

Skills

UX/UI Skills

Design thinking
Design solution risk assessment
Usability testing, research
UX audit, User-interviews
Interaction design
Visual design
Product Management
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