

JOHN KIVEN BELTRAN

UI/UX Team Leader | Project Manager

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PROFILE

UI/UX team leader and project manager with experience designing game interfaces, websites and 2D game art. Led the UI/UX team at Casino Plus, managed UI/UX projects at Feiwin and led the concept team at Fehux. Computer Science graduate with working knowledge of web development.

CORE EXPERTISE

Team leadership | Project management | Game UI and UI/UX | Menus and icons
Web and landing page design | 2D game art | Branding | Working with developers

LEADERSHIP EXPERIENCE

Casino Plus

Jan 2025 - Jun 2026

UI/UX Team Leader / Stand-in Project Manager

- Led the UI/UX team and filled in as project manager when needed.
- Designed game interfaces, menus, icons and other visual assets.
- Created banners, ads, event graphics and website visuals.
- Worked with developers and the marketing team to put designs into the game and website.
- Prepared artwork for new releases, promotions and website updates.

Feiwin Corporation

Jul 2024 - Jan 2025

UI/UX Team Project Manager

Remote | Direct hire following an agency assignment

- Designed game interfaces, website landing pages, logos and promotional graphics.
- Managed UI/UX projects and coordinated design work with the team and other IT departments.

Fehux

Feb 2022 - Mar 2024

Concept Team Leader

Remote | Malaysia

- Led the concept team on game art and UI design.
- Designed game UI elements and graphics.
- Created 2D and 3D concepts, characters, backgrounds and other game assets.

ADDITIONAL EXPERIENCE

W Bridges Manpower Corp. **IT Staff | Backend Associate**

Jul 2024 - Oct 2024

Agency role | Deployed as a UI/UX designer

- Created game UI, website landing pages and promotional graphics for the UI/UX assignment.

Team Eriscon **Production Artist and Assistant | Part-time**

Aug 2022 - Sep 2023

- Created props, graphics and other visual assets for production.

Principles Creative LLC **2D Illustrator and Graphic Artist**

Dec 2020 - Jul 2022

Remote | USA

- Created 2D illustrations, graphics and website designs based on project concepts.
- Worked with the team using Photoshop, Illustrator, SketchUp and Blender.

ABC Art Education **Art Teacher | Part-time**

Jan 2021 - Jan 2022

- Taught art online to young students in Cebu, adjusting lessons to their age and skill level.

Creative Brain Studio **2D Game and Graphic Artist**

Aug 2019 - Oct 2020

- Created characters, backgrounds and UI elements for game projects, alongside graphic and web design work.

EDUCATION

Computer Science Graduate

DESIGN TOOLS

UI/UX: Figma, Sketch

Visual design: Adobe Photoshop, Adobe Illustrator

Motion and video: Adobe After Effects, Adobe Premiere Pro

Game art and 3D: Spine Pro, Blender, SketchUp

WEB DEVELOPMENT KNOWLEDGE

Working knowledge: JavaScript, Node.js, Express, HTML, CSS, SQL/SQLite