Anthony Panghulan

Senior UX/UI Designer

Senior UX/UI designer, seven years across the Philippines and the Middle East, working on government platforms, cultural institutions and luxury real estate. Most of my work ships bilingual in English and Arabic, and I handle the right to left layout myself.

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SELECTED WORK

Zayed National Museum — Website and mobile app · EN/AR

Sprint 3: the app entry experience, the museum boutique, an itinerary builder and a multi level interactive map, plus an IA revision to fit the new surfaces. Dark mode first. National museum of the UAE, opened Dec 2025.

Dubai SME Learning Hub — Dubai Economy & Tourism · EN/AR

UI for the homepage, course experience, AI tutor module and login on Dubai's first bilingual, AI powered learning platform for entrepreneurs. Team of over 20. Two Golds and a Silver at the MENA Digital Awards.

Culture Summit Abu Dhabi — DCT Abu Dhabi · EN/AR

Owned the web UI for the 2023 edition, extending a shared component library into content agnostic section components. Shipped desktop, mobile web and full RTL in three weeks.

Union Day 52 — UAE Union Day Organising Committee · EN/AR

Sole designer, from wireframes through to the finished bilingual UI, including a scrolling heritage narrative, inside a fixed client brand system.

EXPERIENCE

Sr. UX/UI Designer · Create Group — May 2025 – Present

Freelance · Dubai, UAE · Remote from Manila

- Design websites and digital products for clients across the UAE and Saudi Arabia, focused on government programmes and luxury real estate. Recent clients include Saudi Vision 2030, the Gulf Coast Development Company and Al Khafji.
- Lead designer on a team of three for the Saudi Vision 2030 work, from discovery through UI, inside a distributed team across Dubai, Europe and Manila.

UX/UI Designer · Tuncarp — May 2023 – Apr 2025

Full time · Philippines · Embedded with Create Group, Dubai, from Aug 2023

- Delivered bilingual EN/AR websites and products for UAE and Saudi government, cultural and enterprise clients, from wireframes through prototyping, QA and developer handoff.
- Handled right to left layout mirroring across bilingual projects, adapting the component system rather than rebuilding screens, so Arabic held the same visual quality as English.
- Extended established design systems on four shipped platforms instead of designing page by page.

Jr. UX/UI Designer · Designblue Manila — Mar 2021 – Jun 2023

Full time · Makati, Philippines

- Designed and shipped responsive websites for Dunkin Philippines, Megaworld, R&B Tea and C! Magazine.
- Owned the full process per project: client briefing, sitemap, information architecture, wireframes, UI and developer handoff, across desktop and mobile.

Graphic Designer · Citillion Properties (Golden Topper Group) — Nov 2019 – Feb 2021

Full time · Taguig, Philippines

- In house designer for a Philippine real estate developer: brochures, flyers, billboard layouts, online banners and video ads across marketing campaigns.

EXPERTISE

Design · UX design · UI and visual design · Design systems · Bilingual EN/AR and RTL · Information architecture · Wireframing · Prototyping · Dark mode interfaces · Developer handoff and QA

Tools · Figma · Illustrator · Photoshop · After Effects · Claude · Higgsfield · Flora

EDUCATION

BS Information Technology, Digital Arts specialisation

FEU Institute of Technology, Manila