



Angelo Manzano Jr

CREATIVE DIRECTOR | UX/UI DESIGN

SUMMARY

Multidisciplinary designer with over 20 years of experience delivering user-centered digital solutions for web, mobile, and marketing across entertainment, gaming, retail, and hospitality sectors. Skilled in UX/UI design, creative direction, and visual communication for both product and campaign work. Proven ability to lead end-to-end design—from research and prototyping to asset delivery—while collaborating across teams in fast-paced, remote environments. Experienced in tools including Figma, Adobe Creative Suite, Sketch, and InVision, with a strong foundation in usability, accessibility standards, and cross-platform design systems.

EXPERIENCE

Penn Entertainment - Remote	Remote
Art Director	2021 - 2023
Pocket Made - Remote	San Francisco
Senior UX Designer	2015 - 2021
Live Pulse Web	Remote
Creative Production Director	2015 - 2016
Voce Communications	San Francisco
Senior Visual Designer	2011 - 2015
Draftfcb Interactive	San Francisco
Art Director	2010 - 2011
G2 Worldwide — Remote	San Francisco
Art Director	2009 - 2010
COG1 Interactive	San Francisco
Interactive Art Director	2007 - 2009
Island Company LLC	Hybrid/Remote
Art Director	2004 - 2007
Chrown Designs	Remote (Florida-based)
UX Designer	1999

CLIENTS

Entertainment: MTV, VH1, ABC, Walt Disney World, WWE, ESPN, Warner Bros. Records

Hospitality: Marriott Vacation Club, Carrabba's, Malibu, Taco Bueno

Gaming: EA Games, Robomodo, Rockstar Games, Square Enix, PlayStation, CampusU, Zynga, PENN Entertainment

Retail: Procter & Gamble, Cochlear, Seagate, SanDisk

LANGUAGES

ENGLISH	Native	★★★★★
SPANISH	Native	★★★★★