

## EDUCATION

### Rhode Island School of Design

B.F.A. Fine Arts, 2006

### University of Toronto

Studies towards a Masters of Information,  
User Experience (UXD), Information  
Systems & Design (ISD), 2018

## CERTIFICATIONS

### Berkley Haas Executive Education

Data Strategy, 2024

### Tableau

Desktop Specialist

### Salesforce

Certified Administrator (SCA)

Certified Platform App Builder

Certified User Experience Designer

Certified Strategy Designer

Certified Business Analyst

Certified AI Associate

## SKILLS

### Dessign & Research

Qualitative & Quantitative Research

User Interview & Elicitation

Workshop Design & Facilitation

Journey Mapping & Storyboarding

Wireframing & Prototyping

Usability Testing

Data Visualization & Dashboard Design

Design System & UI Design

3D Design

### Software

Figma, Sketch, Axure,

Adobe Photoshop, Illustrator, Premiere,

AfterEffects, XD, Autodesk Maya, Unity

### Technical

HTML/CSS, JavaScript/TypeScript, Git,

VS Code, LM Studio

### Language

Japanese - Native proficiency

English - Full professional proficiency

## EXPERIENCE

### Lead Business Consultant • Business and Solutions Design

#### Salesforce | July '21 - Present

Working as an experience designer and business consultant to lead enterprise digital transformation as part of Salesforce's innovation consultancy. Clients' industries include life sciences, financial services, and manufacturing.

- Conducted qualitative research including planning, execution, synthesis, insight development and challenge framing.
- Planned and facilitated design thinking and speculative design workshops to co-create human-centered future visions with clients.
- Developed vision concepts and vision demo including customer journey, user stories, prototypes, and value maps.
- Achieved influenced ACV (team) and CSAT scores (individual) targets in all quarters.

### Senior UX Designer

#### Ekohe. | May '19 - July '21

Worked as a UX Designer for a digital agency focusing on AI solutions and data analysis.

- Lead presale activities for UX research and design projects.
- Lead UX projects including facilitating workshops, reating wireframes, and presenting to stakeholders.
- Created design system and UI style guide and conducted design QA.
- Conducted usability testing using various tools.
- Implemented design on React.js framework.
- Worked closely with developers in an agile environment.

### Lead UX/UI Designer

#### MUJIN, Inc. | Feb '15 - Nov'17

Joined a fast-growing robotics start-up as their first UX/UI designer.

- Gathered requirements through interviews, and created information architecture and wireframes for resistive touch screen-based FA applications including 3D environment modeling, parameter editing, and user-end programming.
- Designed and tested interface including physical input elements.
- Supported design implementation using Qt, QML, JavaScript.
- Managed OEM production of the control device (Teach pendant).
- Managed the company brand through the design tokens.
- Continuously improved UX based on user feedback and usability testing.

### Interaction Designer

#### Ogilvy Japan | Nov'07 – Dec'12

Worked as an interaction designer at an advertising agency.

- Designed and built rich web applications, and other digital contents for advertising campaigns using technologies such as AR.
- Developed and managed production plans and schedules including subcontractor management.