

EDUCATION

Rhode Island School of Design

B.F.A
2006

University of Toronto

Studies towards a Masters of Information,
User Experience Design
2018 - 2019

CERTIFICATIONS

Salesforce

Certified User Experience Designer

SKILLS

Design

Design Strategy
User Research
Workshop Facilitation
User Journey Mapping
Storyboarding
Wireframing
Prototyping
Usability Testing
UI Design
3D Design

Software

Sketch, Figma, InVision, Axure,
Adobe Photoshop, Illustrator, Premiere,
AfterEffects, XD, Autodesk Maya, Unity

Technical

HTML/CSS, JavaScript/TypeScript, C#,
Git

LANGUAGE

Japanese

Native

English

Full professional proficiency
TOEIC 960

EXPERIENCE

Experience Designer, Innovation Consulting

Salesforce | July '21 - Present

As part of Salesforce's innovation consultancy (Ignite), I worked as an experience designer to support enterprise digital transformation.

- Conducted research including planning, execution, synthesis, insight development and challenge framing.
- Planned and facilitated workshops to co-create human-centered future visions with clients.
- Developed vision concepts including customer journey, user stories, and prototyping.

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 design thinking workshops, creating wireframes, and presenting to stakeholders.
- Created design system and UI style guide and conducted design QA and usability testing.
- Supported design implementation on React.js framework.
- Worked closely with developers in an agile environment.

Lead UI/UX 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 company brand through UI design
- Continuously improved UX based on user feedback and usability testing.
- Supported company representation at external events.

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 Adobe Flash.
- Developed and managed production plans and schedules including subcontractor management.
- Prepared design materials for pre-sales activities and competitions.