

EDUCATION

Rhode Island School of Design (RISD)

B.F.A
2002 - 2006

University of Toronto

Coursework in Master of Information
User Experience Design
2018 - 2019

SKILLS

Research

User Studies
User Journey Maps
Persona
Ethnographic Studies
Interviews
Contextual Inquiries
Usability Testing

Design

User-Centered Design
Storyboarding
Wireframing
Rapid Prototyping
UI Design
3D Design

Software

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

Technical

HTML/CSS, JavaScript/TypeScript,
Vue.js, React.js, Qt/QML, Git

EXPERIENCE

Senior UX Designer

Ekohe. | May '19 - Present

Presales for UX research and design projects.

Lead UX and UI design for solutions including e-commerce, inbound-tourism, remote medical examination, and more.

Worked closely with developers in an agile environment.

Lead UX research projects, facilitating design thinking workshops with clients, creating wireframes, and presenting to stakeholders.

Prepared UI style guide and conducted design QA and usability testing.

Design implementation using HTML, CSS, and JavaScript.

Lead UI/UX Designer

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

Gathered requirements through interviews, and created information architecture and wireframes for resistive touchscreen-based FA applications (3D environment modeling, motion planning parameter editing, and user-end programming).

Designed Interface for the applications including physical input elements.

Implemented the interface design using Qt, QML, JavaScript.

Managed OEM production of the hardware.

Managed company brand through UI design and Continuously improved UX based on customer feedback and usability testing.

Managed company representation at external events.

UI Designer (Contract)

Sony Techno Create | July'14 - Oct'14

Designed UI and created transition animation for Sony Alpha series camera applications and a wearable music player app.

Researcher (Contract)

Crooz, Inc. | Oct'13 - Jun'14

Analyzed mobile game app KPI to improve UX with data mining team.

Designed scalable UI frameworks for RPG games.

Analyzed competitors' marketing strategies and sales activities.

Interaction Designer

Oglvy Japan | Nov'07 – Dec'12

Designed and programmed rich-contents websites, and other digital contents.

Developed and managed production plans and schedules including outsourcing.

Localized and managed CMS for corporate sites.