

Senior UX Designer | ecoATM Gazelle

REMOTE | 2022 ~ PRESENT

EcoATM has thousands of kiosks that buy mobile phones from consumers to be given new life or recycled.

- Lead designer for ecoATM's mobile experiences. Conducted competitive research, created wireframes, high fidelity designs, & flows for our new global accounts feature. Redesigned the online trade-in experience for mobile devices. Helped our design team transition to Figma and develop best practices.

Lead UX Designer | Active Theory Inc.

REMOTE | 2020 ~ 2022

Active Theory Inc develops digital technologies in the fitness space. Our app BitGym provides immersive workouts for your indoor treadmill, stationary bike, elliptical, & rower.

- Sole designer for our company. Created & maintained all wireframes, user flows, and high fidelity designs for our mobile app & website. Helped launch the BitGym TVOS app, Bluetooth support for external fitness trackers, and improved existing features like social media sharing & new user on-boarding.
- Led the visual rebrand of the BitGym app. This refresh included the logo, app icon, colors, typography, and in app UI components. Redesigned the visual identity of our website, social medias, and other communication platforms.
- Improved company collaborative workflow by transitioning our team from Sketch to Figma. Advocated for the use of FigJam in strategic planning meetings.
- Front-end developer for both our consumer (bitgym.com) and our corporate (activetheoryinc.com) website.

Interaction Designer | Mitsubishi Electric's Industrial Design Center

OFUNA, JAPAN | 2018 ~ 2020

Mitsubishi Electric is a multinational electronics & electrical equipment manufacturer. Our interaction design team focused on user experience for Mitsubishi home appliances & IoT products. During my time here, I designed version 2 of the Kirigamine Air Conditioner remote control app, and pitched new product concepts for luxury home energy management systems for high rise apartment buildings. I also submitted & presented Swipe Talk (a communication app for the hearing impaired) at the 2019 UX Design Awards at IFA Convention in Berlin.

TOOLS

Figma, Sketch, Procreate, HTML, CSS, Javascript, Adobe Creative Suite (Illustrator, Photoshop), Tailwind, & Jekyll

SKILLS

Interaction design, user experience design, wireframing, user research, behavior design, responsive design, prototyping, web development, usability testing, branding, & illustration

LANGUAGES

English (native), Japanese (business - JLPT N1 certificate), Mandarin & Cantonese (conversational)

EDUCATION

Olin College of Engineering | 2013 - 2017

B.S. General Engineering with a concentration in Product Design