

# Kiichiro Tatsuzawa

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## SUMMARY

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Passionate systems designer with a diverse background in both hardware and software. Proficient in Java, SQL, React, C-sharp, and various UI/UX design tools for prototyping and wire-framing. Excellent problem-solving, research, and communication abilities. Seeking a challenging role to develop a career in a more user-centered world.

## TECHNICAL SKILLS

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**Programming Languages:** Python, C-sharp, SQL, Java, JavaScript, CSS, HTML, Arduino, PostgreSQL, SASS, React/JSX, Unix

**Design Tools:** Figma, Unity, Bambu Studio, Adobe XD, Adobe InDesign, Adobe illustrator, Canva.

**Software Knowledge:** VS Code, Node, Git bash, Github, ArduinoIDE, Microsoft Suite, Google Workspace, JupiterLab, Windows OS, Mac OS, iOS, Notion.

## PROJECTS

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### Thesis 1: VR Controller

*VR Shape Output Controller*

July 2023 – November 2023

*Arduino, Bambu Studio, C-sharp*

- Developed a 3DoF active shape output VR controller.
- Utilized 3D printing fabrication and modeling; Programming; and electronic engineering.
- Achieved a conceptual model for shape output with only 2 motors.

### Thesis 2: SpinalLog

*Medical Simulator*

Feb 2024 – June 2024

*Arduino, Bambu Studio, C-sharp*

- Redesigned the hardware and software of the sensor system for a spinal mobilisation simulator.
- Programmed and wired a magnetometer based sensor system using a deform-able 3D elastomer structure.
- Deployed a mobile pneumatic pressure controller through Bluetooth.

## EXPERIENCE

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### UI/UX Design and Web Development

*University of Melbourne*

Aug 2019 – July 2024

*Melbourne, Australia*

- Conducted user research and usability testing to gather insights and improve design decisions.
- Rapid creation of wire-frames, mock-ups, and prototypes under the SCRUM framework.
- Collaborated with various stakeholders to ensure the feasibility and alignment of designs with business goals.
- Created high fidelity prototypes of responsive interfaces for web and mobile applications

## EDUCATION

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### University of Melbourne

*MC-IT, Human Computer Interaction*

• H1 WAM

Melbourne, Australia

*Feb 2023 – Current*

### University of Melbourne

*B-Des, UI/UX Design*

• H2B WAM

Melbourne, Australia

*Jul 2019 – Sep 2022*

### British School Manila

*International Baccalaureate Diploma*

• HL Computer Science, HL Language and Literature, HL Economics, SL Physics

Manila, Philippines

*2017 – 2019*

### Meta Front End Development Certificate

*Coursera, Meta*

• React, software testing, command line, and Bootstrap

Coursera

*2024 – Current*

## AWARDS

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- Endeavour Exhibition - CIS Discipline Award Winner
- FOBISIA Creative Coding Challenge (Augmented Reality)