Philippe Kimura-Thollander

UX Designer / UX Engineer

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■ philkt.me

EDUCATION

- Georgia Institute of Technology ('16-'18)
- M.S. Human Computer Interaction (IC track)
- Stony Brook University ('12-'16)
- B.S. Computer Science with Honors
- Minors in Digital Art and History
- Studied abroad at EFREI and University of Seoul

EXPERIENCE

- UX Designer, Cool Blue Interactive (Feb '17)
- Designing websites for clients, from information architecture, to wireframes, to high fidelity
- e Grad Assistant, Augmented Env. Lab (Fall '16)
- Developed an augmented reality storybook for the Augmented Environments Lab using Argon.js
- UX Engineer Intern, Pypestream (Summer '16)
- Developed admin CMS for Pype Managers in React.js and Redux.js, resolved >100 CSS bugs
- Coded new features like agent management for a 3.1 launch to be used by enterprise clients
- Participated in UAT and designed mockups for new features requested by clients in Sketch
- C* Student Leader, Codepath (Spring '16)
- Led a 1 app per week 12-week student bootcamp to teach and learn iOS development in Swift
- HBO Digital Products Intern, HBO (Summer '15)
- Assisted in front-end development using react.js of an internal HBO CMS
- Developed a search feature from UX research, UI designs, and front-end implementation
- Designed mockups and wireframes of potential HBO NOW features, and presented to SVPs

PROGRAMS

ず Xcode ; Sketch 🍕 Unity 🛮 🖪 Photoshop

🦻 Framer 🔌 Blender ӥ Invision 🔼 After Effects

PROJECTS

- Sous Chef (Jan '17)
- Designed and coded in Python an Amazon Echo skill to use Alexa as an assistant chef
- The Hive (Fall '16)
- Researched and designed a conceptual tree to guide students to open seats in the library to reduce seating times
- Medi (Fall '16)
- Designed a pill ecosystem with an app, watch, and dispenser so patients take their prescriptions properly
- Graffiti (Sept '16)
- Designed and developed an AR app in Swift for iOS which allows users to leave virtual graffiti around the world

LANGUAGES/ FRAMEWORKS

ij HTML ∰ React

Sass
Javascript Python

■ Bootstrap
Swift

RESEARCH SKILLS

- Survey Design
- Contexual Interviews
- Affinity Mapping
- Low to High Fidelity Prototypes
- Usability Testing

FUN FACTS

● (Fluent) 😂 (Basic)

☐ Design Club (Officer)

gt-webdev (Officer)