

Philippe Kimura-Thollander

UX Designer / UX Engineer

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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

 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













 Student Leader, Codepath (Spring '16)

- Led a 1 app per week 12-week student bootcamp to teach and learn iOS development in Swift

 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

 Xcode  Sketch  Unity  Photoshop
 Framer  Blender  Invision  After Effects
 Marvel  Zeplin  Figma  Illustrator

PROJECTS

 Untappd Redesign (Feb '17)

- Surveyed over 250 Untappd users on their app behavior and used survey insights to design for a more social experience

 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

 HTML  React
 CSS  Sass
 Javascript  Python
 Bootstrap  Swift

RESEARCH SKILLS

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

FUN FACTS

 (Fluent)  (Basic)

 Design Club (Officer)

 gt-webdev (Officer)