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

- *>e* Volunteer, AE Lab (Fall '16)
- Developed an augmented reality storybook for the Augmented Environments Lab using Argon.js
- Pypester, 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
- Graphic Designer, SBU (Fall '15-Spring '16)
- Created web graphics, flyers, and other promotional material for department events
- 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

Marvel 🌦 Zeplin 🗾 Figma 🔟 Illustrator

PROJECTS

- The Hive
- Researched and designed a conceptual tree to guide students to open seats in the library to reduce seating times
- Medi
- Designed a pill ecosystem with an app, watch, and dispenser so patients take their prescriptions properly
- Sous Chef
- Designed and coded in Python an Amazon Echo skill to use Alexa as an assitant chef
- Graffiti
- 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 Less

■ Bootstrap Swift
Python Java

RESEARCH SKILLS

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

FUN FACTS

(Fluent) (Basic)

☐ Design Club (Officer)