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

Researcher, 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

Graphic Designer, SBU (Fall '15-Spring '16)
- Created web graphics, flyers, and other promotional material for department events

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

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

HTML	React
CSS	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)