

# temay paguyo broadway resume.

UX/UI DESIGN & MULTIMEDIA

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## EDUCATION

**UNIVERSITY OF MINNESOTA - TWIN CITIES**

**INDIVIDUALIZED DEGREE PROGRAM**

bachelor of science in three-areas · class of 2022

interdisciplinary design, computer science, and art

minor in digital media studies

## EXPERIENCE

**UX/UI DESIGN ENGINEER at JIG-SAW, INC - TOKYO, JAPAN**

september 2022 - present

- Ideates, designs, and builds wireframes, user flows, and prototypes for company's consoles, web applications, product websites, landing pages, and blogs as a solo designer on the development team.
- Builds components and front-end interfaces with React to ensure accurate implementation of design system while maintaining designs across company's web products using HTML/SCSS, JavaScript, npm, yarn, git, etc.
- Iterates design system to improve efficiency and communication while bridging gaps between the design to developer implementation.
- Proposes and presents ideas, research, and high-fidelity prototypes at product meetings.

**CREATIVE CONSUMER CONSULTANT at IDEAS TO GO, INC**

june 2021 - present

- Innovates and develops product ideation, branding strategies, and UX solutions for clients including many Fortune 500 companies.
- Collaborates and interacts with client team, peers and facilitators to report ideas verbally in session and/or enter ideas into an online database.
- Performs design methods and research through an organized creative process which includes broad possibilities and targeted ideas.

**TREETOP TRAIL CO-DESIGNER at THE MINNESOTA ZOO**

contract from june 2021 - august 2021

- Collaborated with a team to develop a concept and vision for the new Treetop Trail using UX research methods and design thinking.
- Blended storytelling and empathy as a way to generate and synthesize important information.
- Conducted interviews and conversations with the community for research and discovery.
- Pitched solutions and contributed ideas with project facilitators and other stakeholders following virtual designs.

## DESIGN METHODS

qualitative/quantitative research  
empathy interviews  
user flows & personas  
ideation & brainstorming  
user testing  
interaction design  
interface design  
narrative storytelling

## SOFTWARE

adobe photoshop  
adobe illustrator  
adobe premiere  
figma  
visual studio & visual studio code  
unity3D  
paint tool sai  
clip studio paint  
rhino (CAD)  
office365

## PROGRAMMING

HTML/CSS, SCSS  
TypeScript/JavaScript  
React  
Python  
Java  
C#  
git

## RELEVANT COURSEWORK

**INDIVIDUALIZED DEGREE PROGRAM**

concept sketching  
digital illustration  
storytelling & design  
user experience in design  
3D modeling & digital fabrication  
electronic media production  
machine architecture & organization  
algorithms & data structures  
programming interactive graphics  
virtual reality & 3D interaction  
user interface design/implementation

## LANGUAGES

english native speaker  
japanese at working proficiency

## EXPERIENCE

### XYZ LAB TECHNICIAN at THE UNIVERSITY OF MINNESOTA

august 2019 - may 2022

- Facilitated students, faculty, and other visitors by helping envision their design needs while fabricating a wide range of digital products for their personal, academic, and professional goals.
- Composed and prepared files for fabrication using Adobe Illustrator, Rhino, and other CAD software.
- Monitored and operated laser cutters, 3D printers, CNC routers, and other equipment while maintaining general upkeep of lab equipment, facilities, and resources.
- Assessed visitors' needs with a helpful demeanor, resolved problems by giving proactive solutions, and provided information about the lab's purpose, uses, and facilities to students and visitors.

### MULTIMEDIA INTERN at MINNESOTA HISTORICAL SOCIETY

september 2020 - june 2021

- Contributed on a variety of projects from educational and promotional to immersive exhibit multimedia design, and assisted producers on all aspects of production, editing in particular.
- Launched digital programs, live videos, and created content for the Black History, Black Voices initiative, Mille Lacs Indian Museum, Northern Lights history curriculum, and other projects alongside a small team.
- Researched the role of multimedia production, storytelling, and design within the Society to propose methods to develop new multimedia initiatives in order to aid accessibility during COVID-19.
- Developed projects for web and/or exhibit delivery while assisting with accessibility, including captioning.

## VOLUNTEER

### COMMUNITY ENGAGEMENT AT BOBATALKS

october 2022 - present

### PUBLIC RELATIONS CHAIR & MULTIMEDIA DESIGNER AT PHILIPPINE STUDENT ASSOC. MN

august 2021 - july 2022

### MULTIMEDIA ADVISOR AT THE AMERICAN KYUDO RENMEI

october 2020 - september 2021

### INTERNATIONAL YOUTH AMBASSADOR AT ROTARY INTERNATIONAL SENDAI, JAPAN

august 2017 - july 2018