

## Douglas Driving

Mobile: +81-70-8555-3654 / [douglasdriving@gmail.com](mailto:douglasdriving@gmail.com) / April 19, 1995

<https://linktr.ee/douglasdriving>

4-chōme-44-5 Honchō, Nakano City, Tokyo 164-0012

### Summary

I am a product development generalist who does everything within the process of building meaningful products and services for people, including management, user research, design, coding, and testing. I am inspired by projects that improve the world and focus on the value I create for people and society.

### Skills

Product Development	User Research	Front-end Development
Product Management	User Testing	Back-end Development
Service Design	UX Design	Game Development

### Experience

#### **Nordic Forest Games [ (Remote) Karlstad, Sweden ]**

**October 2023 ~ April 2024**

*Software Engineer / Game developer*

In a small team, I designed and built interfaces and scripted game features for fitness apps/games for iOS and Android. I also designed, implemented, user-tested, and improved C# classes in quick iterations through pull requests reviewed by the lead engineer. I also worked on the front end of the game's website.

Development environment:

- Languages used: C#, Javascript, HTML, CSS
- Frameworks/Libraries: Photon Fusion, AR Foundation, Firebase
- Other tools: Miro, Monday, Figma

#### **Funclass [Remote]**

**September 2023 - October 2023**

*Product Manager*

Assisted the early development of a gamified online learning platform with product design and front-end development.

Development environment:

- Languages used: Typescript, React, Next.js
- Frameworks/Libraries: Supabase
- Other tools: Notion, clickup

#### **Samordningsförbundet Centrala Östergötland [Linköping, Sweden]**

**September 2020 - December 2021**

*Service Designer*

I worked with engineers and designers to develop welfare services and systems in the public sector. My role was mainly as a designer and a user researcher. I conducted internal and external workshops with various stakeholders, user interviews, and tests to map pain points and define features for the products being built.

Tools: Miro, Figma

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### **Education**

**Linköping University, Linköping, Sweden**

**Aug 2018 - June 2020**

Master of Science in Technical Design (Engineering)

I took advanced courses in various design and engineering subjects, which elevated my ability to develop valuable products and services for people and society.

Course examples: Advanced Interaction Design, Product Development in an Organizational Context, Service Design

Thesis: [Voice assistants and railway passengers](#) (Service Design)

**Linköping University, Linköping, Sweden**

**Aug 2015 - June 2018**

Bachelor of Science in Design and Product Development (Engineering)

Introductory courses in the field of technical design and product development, as well as mechanical engineering. A big focus is on mathematics and physics, as well as on esthetics, materials, economics, marketing, and the product development process.

Course examples: User-driven Product Development, Materials for Design, Industrial Project Management, Industrial Marketing, Industrial Economics, Computers as Design Tools

Thesis: Mapping user needs for intelligent autonomous city vehicles of the future

### **Languages:**

**Swedish:** Native

**English:** Fluent

**Spanish:** Conversational

**Japanese:** Basic

### **Side Projects**

- [kizuna collective](#), **Community Design, Current:** Help build a social community for authentic connection in Tokyo.
- [The Fourth Wall](#), **Game development, Current:** A solo project in which I build a first-person exploration game with meta-narrative elements and linguistic game mechanics.
- [Unwritten](#), **Game & app development, 2021-2022:** A solo project where I build a text-based online game where players write stories together.
- [Small game projects](#), **Design and development, 2017-current:** A collection of small game projects I have worked on solo and in small teams.

**Hobbies:** Video Games, Movies, Music, Philosophy

Working holiday visa holder, expiry 04/2025. Available to start from early September.