

# Aiko Tanaka

Tokyo, Japan

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## Education

University of Tokyo

Master of Engineering in Information Technology

Apr 2017 – Mar 2019 | Tokyo, Japan

GPA: 3.9/4.0

Activities: ACM Student Chapter, UI/UX Research Assistant, International Technology Exchange Program

Relevant Coursework: Human-Computer Interaction, User Experience Design, Interaction Design, Visual Design, Web and Mobile Development, User Research Methods, Accessibility Design

Bachelor's Degree: B.Eng. in Computer Science, Keio University, GPA: 3.8/4.0

## Work Experience

UX/UI Designer | Nintendo | Apr 2019 - Present | Tokyo, Japan

- Designed user interfaces for Nintendo Switch games and applications, focusing on intuitive interaction patterns.
- Led user research studies with over 500 participants to validate design decisions and gather insights.
- Created design systems and component libraries that improved design consistency and development speed by 40%.
- Collaborated with developers to implement accessible interfaces meeting WCAG 2.1 AA standards.

## Skills

Design: UI Design, UX Design, Interaction Design, Information Architecture, Wireframing, Prototyping

Research: User Interviews, Usability Testing, A/B Testing, Heuristic Evaluation, Journey Mapping, Personas

Tools: Figma, Sketch, Adobe XD, Photoshop, Illustrator, InVision, Axure RP

Programming: HTML/CSS, JavaScript, TypeScript, React, Vue.js, Swift UI

Accessibility: WCAG 2.1, Screen Reader Optimization, Color Contrast Analysis

Methodologies: Design Thinking, Lean UX, Design Sprints, Agile/Scrum

Other: Data Visualization, Motion Design, Responsive Design, Mobile-First Design, Design Systems

## **Certificates**

Certified User Experience Professional (CUXP)

Nielsen Norman Group UX Certification

Interaction Design Foundation UX Master Certification

Google UX Design Professional Certificate

## **Awards**

Best Game UI Design – Tokyo Game Show 2022

Gold Award – Japan Design Award 2021

People's Choice – UX Japan Conference 2020