

MASAKI IWABUCHI

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CAREER OBJECTIVE

Design solutions for planetary scale problems for humanity in the 22nd century.

EXPERIENCE

Chief Design Officer, Artrigger Inc. Tokyo, Japan / 02.2018 - 08.2018

FOLLY: Matching service between creators and recruiters via creative portfolio

- Planned iterations of product design, managed design & engineering teams and launched FOLLY

Product Design Manager, IBM Tokyo, Japan / 04.2016 - 07.2018

Chanoma: iOS App for working mothers to strengthen family bonds

- Transformed complex quantitative and qualitative research data into viable solutions
- Managed a service design project that 2 designers, 6 engineers and 2 strategists participated

IBM Design Thinking Coach

- Facilitated IBM Design Thinking Workshops to 15 enterprise clients to create creative concept
- Taught Design Thinking and communicated a design culture of IBM for all 800 newgrads

Senior Interaction Designer, IBM Tokyo, Japan / 04.2013 - 03.2016

- Understood modern technologies and led 2 UX/UI designers to design a cognitive application
- Worked closely with engineers and produced a high fidelity prototype of DAIFUKU's website

Junior Interaction Designer, IBM Tokyo, Japan / 04.2009 - 03.2013

- Worked closely with engineers and developed an aesthetic UX/UI of SUNDAI's website

EDUCATION

Parsons School of Design MFA Design and Technology / 2018 - 2020

The University of Tokyo M.A. in Interdisciplinary Information Studies / 2007 - 2009

The University of Tokyo B.E. in Information and Communication Engineering / 2003 - 2007

AWARDS & HONORS

President's Scholarship Parsons School of Design / 2018 - 2020

Young Researcher Award Human Interface Society Japan / 2009

Selected for Student Research Competition ACM SIGGRAPH / 2008

SKILLS

Method Design Thinking / Scrum / Service Design / Speculative Design / UX/UI Design

Software Adobe CC / Sketch / Invision / Framer / Origami / Principle / Figma / Unity / Maya

Code html / CSS / javascript / d3.js / three.js / React.js / Arduino / C# / Linux / Github