

SKILLS

Sketch, Pixate, Facebook Origami, Invision,
HTML, CSS, SCSS, jQuery

CAPABILITIES

UX/UI design, interactive design, animation,
rapid prototyping, UX wireframe, branding,
photography/video art direction

EDUCATION & LEADERSHIP

Sophia University (Tokyo, Japan)
B.A in Political Science and Sociology

University of Washington
Received an academic scholarship for
a full year’s tuition

House of Genius Panel Memeber
Since 2014 -

Startup Weekend Boulder
Volunteer

TechStars Hackathon (Boulder, CO)
Participant

Context.io Hackathon
Participant

INTERNATIONAL AUTHORIZATION

US resident, Authorized to work and live in
the United States and Japan

SUMMARY

I create intuitive, efficient and clean UI/UX for mobile and web applications in an agile work environment. I am a passionate product designer, UI developer, and a cross-functional leader that bridges between engineers and marketers.

WORK EXPERIENCE

Tremper Creative LLC

- UI/UX designer, UI developer(September 2015 - June 2016)
- Designed UI/UX for enterprise-level software used by leading banks and companies, responsible for data retention and monitoring millions of customers everyday.
 - Produced wireframes and interface specs with Sketch along with highly functional prototypes built with CSS, jQuery, angular.js
 - Actively participated in front-end development with an engineering team to ensure responsiveness, animation and code efficiency.
 - Provided algorithmic solutions in Javascript for a commenting system for a client's web application.

Corvida Software

- UI/UX designer, Product designer, UI developer(January 2015 - August 2015)
- Designed an interface and style guide for API/Webhook integration software.
 - Worked closely with the engineering team to create concepts, sketches, wireframes, user persona and prototypes.
 - Built a fluid and responsive grid framework with SCSS, supporting nested grids and content-specific classes, with organized and sustainable code for easy maintenance.

Eventblimp

- UI/UX designer, Product designer(August 2014 - November 2014)
- Redesigned the web portal and mobile applications based on collected user behavior and retention rates.
 - Led competitive analysis and market sizing research. Focused company competitive edge upon unique product offerings, simplified user experience, API architecture design, and entertainment values.

Dineify

- UI/UX designer, Product designer, Front-end developer, CEO(December 2013 - September 2015)
- Designed and developed a beta based on discoveries and user analysis obtained through research and interviews with chefs and industry specialists.
 - Successfully closed deals for beta testings with culinary institutions in New York City and Denver.
 - Led a strong marketing team and deployed a successful marketing campaign targeted towards Stanford students and local food businesses.