Kenzo Makitani

Website: kenzomakitani.me   (650) 387-4734   Kenzosmakitani@gmail.com

EDUCATION

University of California, Irvine   March 2018
B.S. Informatics, Specialization in **Human Computer Interaction**

EXPERIENCE

UX/UI Designer | IdentifiBio, Irvine CA   October 2017 - April 2018
- Designed UI mockups for mobile app functionalities such as scheduling, document upload, and signing in Figma
- Conducted user testing on prototypes created in InVision and Origami Studio, and refined the interface based on results
- Worked closely with team members from start to finish to deliver a polished demonstrable product
- **Ingenuity UCI Student Technology Showcase Award**

UX/UI Design Intern | Benefit One, Tokyo Japan   July 2017 - August 2017
- Proposed a mobile webpage redesign which addressed problems with usability, learnability and information architecture
- Designed mockups in Figma and conducted light user testing on functional prototypes created in Origami Studio
- Communicated design decisions to designers and developers in the media group through presentations
- Theorized and practiced a systematic iterative development process which was effective and efficient
- Learned and experienced Japanese business culture by attending sales meetings and business lectures

Web Services Intern | Stanford University, Stanford CA   June 2016 - September 2016
- Helped administer testing on Balsamiq prototypes while using eye-tracking and screen recording software
- Assisted developers with various tasks such as programming quality assurance test cases, coding and designing email templates, and integrating developer tools such as Code Climate

RELEVANT PROJECTS

Portfolio: kenzomakitani.me | User Interaction Software   Fall 2017
- Coded an online portfolio from scratch using HTML, CSS, and Javascript with accessibility policies in mind
- Conducted user research by doing user interviews, personas, and a competitor analysis
- Conducted user testing like cognitive walkthroughs, user tests and stories to find and fix problems

Skype Assessment and Redesign | Projects in HCI   Spring 2017
- Performed user research by completing a competitive analysis and conducting surveys and interviews
- Mocked up an improved interface after identifying usability issues, then performed a heuristics evaluation on the design

SKILLS

Programming Languages: Python, Java, HTML, CSS, Javascript, SQL, Gherkin
Design/Prototyping Software: Balsamiq, Figma, Atomic, InVision, Origami Studios
Other Software: JIRA, Trello, Adobe Creative Suite, MS Office, Google Drive, Code Climate, Slack, Backtrack.io, Sublime, Confluence
Spoken Languages: Proficient at Japanese