



KENZO MAKITANI

UX/UI DESIGNER

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EXPERIENCE

SEP 2018 **Panasonic β - Designer**

MAR 2019 **Mountain View, CA**

- Created an app called Fammili, which helps families plan weekend activities by easing their decision making process
- Improved questioning skills which allowed for unbiased user interviews leading to genuine pain points
- Designed user flows, wireframes, mockups and prototypes while collaborating with all team members during the process
- Followed lean startup: tested MVPs with users to direct the product
- Storyboarded, scripted and animated videos to be used for marketing

OCT 2017 **IdentifiBio - UX and UI Designer**

APR 2018 **Irvine, CA**

- Created mockups of the interface for a telehealth mobile application
- Refined the interface based on user testing results conducted on high-fidelity prototypes
- Documented the development process by recording requirements, constructing plans, and detailing design specifications
- Worked closely with the stakeholder, project manager, and engineers from start to finish to deliver a polished demonstrable product
- Received Ingenuity UCI Student Technology Showcase Award

JUL 2017 **Benefit One - UX and UI Design Intern**

AUG 2017 **Tokyo, Japan**

- Redesigned the mobile webpage to address usability, learnability, and information architecture problems
- Efficiently iterated on designs by rapid prototyping and conducting light user testing
- Communicated design decisions to designers and developers through presentations

JUN 2016 **Stanford Web Services - Web Services Intern**

SEP 2016 **Palo Alto, CA**

- Helped administer user testing after putting together the Help Service Portal prototype to find usability and information architecture issues
- Assisted developers and designers with various projects by designing and coding email templates, fixing CSS bugs and coding QA test cases

EDUCATION

MAR 2018 **University of California, Irvine**

B.S. Informatics

Specialization in **Human-Computer Interaction**

RELEVANT PROJECTS

SPRING 2017 **Skype Assessment and Redesign**

- Found pain points in the application by conducting surveys, interviews, a competitor analysis, and heuristics evaluation
- Redesigned the interface based on identified issues

SKILLS

Wireframing
Rapid Prototyping
Usability Testing
Competitor Analysis
Heuristics Evaluation
Persona
Card Sorting
User Interview
Survey
Focus Groups
Brainstorming
Storyboarding

TOOLS

Balsamiq
Figma
InVision
Origami Studio
Adobe Creative Cloud
Adobe XD
Atomic
Zeplin
Google Drive
GitHub
MS Office
JIRA
Trello
Google Analytics
Squarespace
Backtrac.io

LANGUAGES

Programming:	Spoken:
HTML	Japanese
CSS	
Javascript	
Python	
Java	
Gherkin	