

Kotoe Takeda

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Education

Georgia Institute of Technology

Bachelor of Science in Computer Science

Atlanta, GA

May 2025

- Fall 2024 Faculty Honors
- **Coursework:** User Interface Design, Information Visualization, Computer Graphics, Educational Game Design, Video Game Design, Qualitative Analysis in HCI, Introduction to Artificial Intelligence

Work Experience

UX Developer Intern

Insight Enterprises, Inc.

Remote

Jun 2024 – Aug 2024

- Led **UX, UI, and frontend development** of a RAG-based generative AI chatbot (**patent** pending) using React, Chakra UI, and JavaScript, that streamlined manual workflows, reducing task completion time from **8 hours to 2 hours**
- Received user feedback highlighting a **significant reduction** in errors and **high user satisfaction** after deployment
- Collaborated with **cross-functional teams** to define project requirements, conduct user research, and develop prototypes, ensuring alignment with user needs and project goals

Frontend Developer Intern

Matmerize Inc.

Atlanta, GA

Jan 2024 – Apr 2024

- Spearheaded the **frontend development** of an input tracking system, enabling users to view their previous entries on the result page. Scaled the solution to **100+** customers, significantly improving usability and leading to a **noticeable decrease** in user feedback regarding repeated data entry
- Designed and implemented a comprehensive design system in Figma, streamlining the design process and ensuring UI consistency

Software Engineer Intern

InstaHub

Remote

Jun 2022 – Oct 2022

- Contributed **1000+** lines of code on AWS Lambda using Python and MySQL for the company's website and mobile app
- Enhanced memory efficiency by optimizing code architecture, refining space complexities, and improving data handling, leading to a **30%** reduction in memory consumption
- Standardized Lambda and API Gateway responses for all REST API endpoints, ensuring consistent and uniform client error messages for both developers and users, significantly improving error handling efficiency
- Maintained and updated a relational database while enhancing schema design with MySQL

Projects

Google QualPat

Aug 2024 – Dec 2024

- Took **ownership of user experience strategy** by identifying gaps, conducting interviews, and driving usability tests. Directed a strategic project shift, leveraging insights to refocus priorities and improve user satisfaction
- Spearheaded the design and frontend development of a web application using React and the MUI library to ensure responsive design and consistency
- Integrated **Google Cloud NLP API and Gemini** to enable advanced sentiment analysis capabilities
- Designed website features in compliance with ADA guidelines, implementing **Level AAA** color contrast, ARIA roles, scalability, and full keyboard navigation for enhanced accessibility

The Marta System

May 2023 – Aug 2023

- Conducted user research with **150+** participants to identify pain points with current MARTA train station navigation, leading to a strategic pivot from a mobile app solution to enhancing physical signage, better aligning the project with user needs and improving user satisfaction by **30%** based on post-research feedback
- Redesigned physical signage for better readability and accessibility based on user feedback, improving navigational efficiency by **30%** and reduced the average number of navigational errors down to **0%**

Skills

Programming JavaScript, TypeScript, Python, HTML/CSS, Java, SQL

Tools and Frameworks React, D3.js, Figma, Adobe Suite, Tableau, Jira, Node.js, Flask, AWS

Languages Japanese (Native), Chinese (Native), English (Fluent), Spanish (Conversational)