



in https://www.linkedin.com/in /robert-hiro-kameda-304a0397/



hirokameda818@gmail.com





EDUCATION

BLOC

UI/UX Design + Front-end Development (Fall 2016-Spring 2017)

UNIVERSITY OF CALIFORNIA, BERKELEY Bachelor of Art in English Literature (Fall 2014 - Spring 2017)

SANTA MONICA COLLEGE

Associate Degree in English Literature (Fall 2012 - Spring 2014)

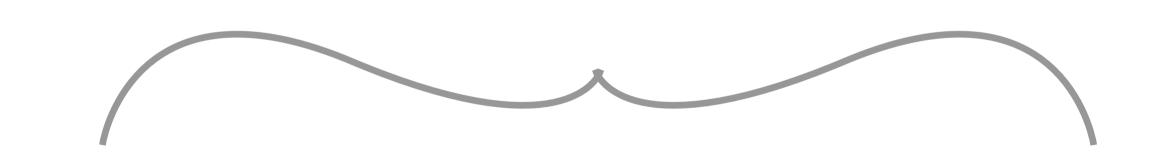


Front-end Development

- HTML / CSS
- Javascript

UX/UI

Discover | Define Develop Deliver (synthesis) (ideation) (implementation) (research)



- Concept Ideation
- User Research
- MVVVP
- User Persona
- User Story

- User Flow
- Site-Mapping
- Branding (style guide)
- Low / High Fidelity Prototype
- Usability Testing
- Iteration
- Validation



Sketch • Balsamiq • Invision • Draw.io Illustrator • Indesign • Photoshop • Axure Github • Slack • Usability Hub • Peek



INTEREST / HOBBY

Photography • Painting • Pottery Exploring cultures • Teaching empathy Teaching the value of nature



PROJECT

BLOCBOX

Designed an user-centric responsive website for Blocbox, a cloud-based application for saving, sharing, and collaborating with users publicly and privately.

PONOCRAVE

Designed a mobile application for both iOS & Android which allow users to find food trucks near them, order meals, and pay online easefully.

WALDEN

Designed an user-centric responsive web design application for Walden, an online philanthropic clothing brand that offers a seamless, shopping experience for customers



WORK EXPERIENCE

BLOC

Apprentice UX/UI Designer Aug 2016 - Aug 2017, Berkeley CA

- Studied and applied UX design and ethnographic research principles to my design process in prepration for working on web & mobile projects
- As a Lead Designer, I created mobile apps, responsive e-commerce and Saas products (Ponocrave, Blocbox, & Walden.)
- Implemented my design process on all three of my products which includes: concept ideation, user research, mvvvp, user persona, user story, user flow, site-mapping, branding (style guide), low & high fidelity prototyping, usability testing, iteration, validation



LANGUAGE

English (native fluency) Japanese (native fluency)