



# RYOTA SHICHIRI

Game Developer

## About Me

Creative and detail-oriented Architect with over 8 years of experience in designing residential and commercial buildings. Proficient in creating innovative and sustainable architectural designs that meet client expectations and are in compliance with regulatory standards. Strong project management skills with a track record of leading projects from concept through completion.



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## Language

- English
- Japanese

## Expertise

- Management Skills
- Creativity
- Negotiation

## Experience

### Arowwai Industries

Tokyo - Japan

2020 - 2024

- Lead architect on over 15 building projects with budgets ranging from \$500K to \$5M.
- Implemented sustainable design principles that reduced project costs by up to 20% while maintaining aesthetic and functional objectives.
- Coordinated multidisciplinary project teams through all phases of project development; recognized for delivering projects on time and under budget.

### Skyline Structures

Cavite - Philippines

2016 - 2020

- Assisted in the design and execution of four high-rise residential buildings.
- Prepared detailed architectural drawings, specifications, and construction documents.
- Utilized 3D modeling software to present design concepts to clients, improving client satisfaction and engagement.

## Education

### Borcelle University

Bachelor of Science in Computer Engineering

2013 - 2018

### Borcelle University

Master of Architecture

2018 - 2022

## Skills Summary

Design Process

78 %

Project Management

81 %