Takashi Wickes
Developer / Interaction Designer / Illustrator

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PROFESSIONAL EXPERIENCE

IDEO CoLab
Winter 2017 / Summer 2017
Academic Fellow
San Francisco, CA

I worked with interdisplinary teams and IDEO designers to explore emerging technologies and develop interest-ing applications for them, spanning from the industrial design of IoT sensors for elderly fall detection to using AR to build creative confidence of students in Oakland

SKILLS   Product Design / Interaction Design / Front-end Web Developement / Illustration + Animation

Microsoft
Summer 2016
Explorer Intern on Visual Studio
Redmond, WA

I worked with the Visual Studio team to find issues with existing Property Inspector and develop solution. Alongside two interns, we conducted phone interviews with users , designed, developed, and deployed microin-teraction features. In addition as a side project, I designed and illustrated logos for 13 global Microsoft offices.

SKILLS   Software Development / C# / Version Control + Code Reviews / Project Management

General Electric Hitachi Nuclear Energy
Summer 2015
Global Supply Chain ITLP Intern
Wilmington, NC

My task was to display data of 8 manufacturing machines on one, centralized dashboard. I gained the trust of 18 engineers to allow me connect their machines, accidentally stopping production of nuclear fuel rods for 8 hours.

Successfully added 24 machines totaling 721 data sources, identifying +$70,000 of annual inessential costs

SKILLS   Project Management / Java / Customer Service / Nuclear Fuel Manufacturing Process

PROJECTS

Swipemoji
Spring 2017
iOS Developer / Interface Designer
San Francisco, CA

Exploring gesture-based user interaction, a team of four UF students and I developed a gesture to Emoji iOS keyboard. Scheduled to be deployed late October 2017.

SKILLS   iOS Development / Interaction Design / Natural User Interfaces / Animation + Branding

Tuna Pasta Podcast
Summer 2017
Co-creator / Producer
San Francisco, CA

Published a 13 episode podcast series created from a cross country roadtrip where my co-creator and I interviewed strangers across the US, learning their story and greatest life lesson

SKILLS   Script Writing / Storytelling / Audio Engineering / Marketing / Illustration

Theia / Franklin
Spring 2017
Lead Developer / Product Designer
San Francisco, CA

Initially created at PennApps XIV, the project is an attempt to provide low cost eye exams using a cardboard housing and mobile phone. Grantee project of 1517 Venture Fund

SKILLS   iOS Development / Human Centered Design / Cardboard Fabrication

PROTOTYPES

Glasses for Kids VR
[1 week build]
Simulating 1st grade spelling lesson, tracking head movement to score concentration w & w/o glasses

jessie // *IDEO CoLab & Kapor Center*
[24 hour build]
AR concept to help kids discover potential careers based on research with Oakland highschool students

Bernard // *IDEO CoLab*
[3 day build]
An exploration in IoT sensor form factor for elderly users, including operational cardbard robot dog

Medidock
[36 hour build]
A weight sensor and mobile app for tracking pill dosage, designed for the elderly and preventing teen drug abuse

EDUCATION

University of Florida, Gainesville FL
Computer Science & Art History

Graduation May 2018

Current Courses:
   VR For Social Good
   Legal Issues in Computing
Completed Courses:
   Data Structures and Algorithms
   Digital Logic
   Natural User Interface
   Human Computer Interaction

AWARDS

Goldman Sach's Best User Experience
   & Wellop's Best Wellness Application
      awarded to Medidock at MHacks 8
PennApp's Best Health Hack
   & Top Ten Application
      awarded to Theia at PennApps XIV
Jury Award at Campus Movie Festival

CAMPUS INVOLVEMENT

Floatie - Statewide Student Tech Conference
   Founder & Director of User Experience
UF Engineering Ambassadors
   Member & Director of Public Relations
SwampHacks 2016 + 2017
   Executive Director & Graphic Designer
Florida Hackers
   Co-founder
UF Association of Computing Machinery
   Vice President

VOLUNTEERING

Freewheel Project Bicycle Repair
   Refurbishing kids bike to give to local kids in
   Gainesville low income neighborhoods

Technical Skills

Development
   CSS, HTML, React JS, Swift, XCode, Unity
Design
   Illustration, Animation (After Effects)

Film Direction & Editing, Cardboard & Hot
Glue, Audio Engineering (Audition)