DAIGA SHINOHARA
Designer | Technologist | Creative

CONTACT

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EDUCATION

XR Terra || Remote
AR & VR Visual Design Program   1.2021-4.2021
An intensive design program focused on learning to design immersive visual experiences for AR & VR.

The Ohio State University || Columbus, OH
Bachelor of Science in Industrial Design | Psychology Minor   8.2012-5.2016

WORK EXPERIENCE

Patientpop || Santa Monica, CA
Senior Web Designer   11.2017-Present
- Promoted from Web Designer to Senior Web Designer on March 2020 (2 years into the role)
- Designed over 1000 SEO optimized websites for private medical practices using Photoshop, HTML, CSS and an internal web design platform.
- Accomplishments include: being the only designer to receive a perfect Customer Satisfaction score of 5.0 during my first quarter; recording the highest ever number of sites designed/launched in a quarter with 144 sites; perfect 100% Quality Assurance score for 2 quarters back to back.
- Assisted the Product and Engineering team with User Research, Design Sprints, and Prototyping to help design a new web designing platform using Sketch, InVision, and Principle.
- Worked with the Product Managers and UX Designers to make design updates to our platform using Figma.

VELL Inc. || Tokyo, Japan
AR/UX Designer   2.2017-9.2017
- Worked directly with the Engineers to create and manage an AR face-filter social media app.
- Collaborated with brands, pop singers, sports teams, TV stations, etc. to create promotional campaign AR face filters and launching social media campaigns.
- Co-produced a live music performance where AR face filters were applied on live TV using our app.
- Illustrated and animated 50+ face filters and photo frames using Illustrator, Photoshop, After Effects, and our internal AR software.
- Designed and produced a new location sharing social media app catered towards the Japanese market.

CARVE INC. || Tokyo, Japan
Graphic Design Intern   9.2016-2.2017
- Used Photoshop and Illustrator to design graphic contents for clients. Contents included websites, print advertisements, digital advertisements, logos, showroom displays, illustrations, and more.
- Researched and identified trends and insights, and optimized the designs based on the findings.
- Conceptualized and designed creative content for major corporations following their brand guidelines; communicated with clients throughout the project to meet their needs and requirements.

SKILLS

Design Skills
XR Design (VR & AR), UI/UX Design, Product Design, Web Design, Graphic Design, Branding, User Research, Motion Graphics, 3D Modeling/Rendering, Prototyping

Computer Skills
Adobe Creative Suite (Ps, Ai, Id, Ae, Pr), Unity, Blender, Solidworks, Keyshot, Basic Coding (C#, HTML, CSS), Sketch, InVision, Figma

Language Skills
English and Japanese: Native proficiency in Speaking, Reading, and Writing