




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

Niantic Inc. || San Francisco, CA

UX Designer

7.2021-Present

- Lead UX Designer for an unannounced AR-first mobile app game.
- Directly working with the engineers, artists, and game designers to implement both AR and 2D UI/UX interfaces.
- Planning and conceptualizing UX integration of the game for future AR headsets.

Patientpop || Santa Monica, CA

Senior Web Designer

11.2017-7.2021

- Designed over 1000 SEO optimized websites for private medical practices using Photoshop, HTML, CSS and an internal web design platform.
- 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 AR face filters using Illustrator, Photoshop, After Effects, and our internal AR software.

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.
- 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