

## Skills

### Design

- interaction design
- visual design
- mobile design IOS, ANDROID, WINDOWS PHONE, RESPONSIVE WEB
- design documentation
- style guides
- wireframing
- prototyping
- sketching
- illustration
- user research
- usability testing

### Tools

- Sketch
- Adobe Creative Suite INDESIGN, PHOTOSHOP, ILLUSTRATOR, LIGHTROOM
- Code CSS, HTML, SASS, HAML
- Git
- Agile methodology

### Languages

- Japanese WORKING PROFICIENCY
- Spanish BASIC PROFICIENCY

## References

Available upon request

## Profile

I create enjoyable experiences that elegantly solve user problems.

## Experience

Sep 2016 to present

### Product Designer | BloomNation | Santa Monica, CA

- Created a comprehensive style guide to define BloomNation's UI for the product and engineering teams
- Organised BloomNation's first-ever user testing sessions
- Established a design process for product design at BloomNation
- Provide all required deliverables for the design process—including wires, mocks, CSS code samples, visual designs, and any other design deliverables
- Work closely with the engineering team to ensure designs are implemented during the development phase

Mar 2015 to Aug 2016

### Product Designer | Rocket Lawyer | San Francisco, CA

- Created storyboards, wireframes, and high fidelity mockups for Rocket Lawyer's eCommerce platform (for desktop and responsive web)
- Planned user testing to validate design decisions
- Delivered assets and specs to the front-end developers
- Worked with product managers and product marketing managers to create experiences that are both engaging for users and meet business goals and needs
- Presented projects to key stakeholders and the executive team
- Designed and provided deliverables for Rocket Lawyer's first mobile app

Jan 2013 to Mar 2015

### UI/UX Designer | VMware | San Francisco, CA

- Created mocks in Balsamiq and implemented designs in CSS/HTML (Sass/Haml) for the Socialcast web and desktop apps.
- Contributed to the complete repackaging of both the Socialcast Android app and the Windows Phone app—from initial concepts and flows to generating assets and design specifications; also designed feature updates for the Socialcast iOS app.
- Worked with product managers and other designers to understand user pain points and define solutions
- Organized and conducted user testing for multiple mobile and web projects.

Jan 2012 to Dec 2012

### Client Success Manager | VMware | San Francisco, CA

- Designed and developed internal/external websites for Socialcast's client services, sales, and marketing teams.
- Ensured that our clients' needs were met and that their Socialcast networks were running smoothly
- Managed client product trials (from SMB to Fortune 100) for the sales team

May 2011 to Dec 2011

### Technical Support Engineer | Socialcast | San Francisco, CA

- Acted as a liaison between clients and developers for support inquiries
- Prioritized and responded to all incoming Socialcast support requests
- Assisted with the transition from Socialcast's support team to VMware's team after the acquisition

Oct 2009 to April 2011

### Office Admin | Socialcast | San Francisco, CA

- General clerical work such as filing and answering phones

## Education

- **City College of San Francisco** 2010 - present  
Japanese, A.A. | Dean's List, 2011
- **The Art Institute of California, San Francisco** 2009 - 2010 (transferred)  
Media Arts & Animation, B.S. | Dean's List, 2009
- **Maryville University, St. Louis, MO** 2004 - 2006 (transferred)  
Graphic Design, B.F.A | Dean's List, 2004 - 2006