



## Experience

2015

### UX Research and Design

Berkeley

Griddle (educational game), Sigma Sports (wearable sports analytics)

Enriched and streamlined product concepts and developed UIs

- Defined user tasks and interaction flows in each phase, based on best practices and findings from user observations
- Created interactive mock-ups for laptop version by applying iterative design techniques
- Collected feedback and communicated insights with the product manager, engineers, and scientists

2014  
Summer

### Design Intern

SF

The Climate Corporation

Conducted UX Research and mobile UI design

- Took initiative and crafted UX research deliverables including 5 customer journey maps and 3 persona concepts
- Developed and sketched interaction models and flows for tablet and mobile devices by applying research findings and iterative design techniques
- Created interactive wire frames for tablet and mobile devices that were used for formative evaluation
- Communicated insights with stakeholders including senior designers, product managers and engineers

2014 -  
2015

### Graduate Student Researcher (Interaction Design)

Berkeley

School of Information, UC Berkeley

Researched Interactive Art Appreciation Systems with Prof. Kimiko Ryokai (published as a case study in ACMCHI 2015)

- Conducted contextual inquiry and field activities with experts and novices of abstract painting and Ikebana (Japanese traditional flower arrangement), created video ethnography and analyzed correlation between their thought process, space usage and body movement
- Conceptualized application design that supports appreciation of Ikebana for novice audience through implicit and embodied interaction

2007 -  
2011

### Deputy Assistant Director / Country Officer for Vietnam

Tokyo

Japan International Cooperation Agency

Evaluated impacts of national level infrastructure projects and socio-economic development strategies for developing countries

- Designed, managed, and published research to analyze socio-economic, environmental and behavioral impacts of large scale infrastructure projects in developing countries financed by Japanese government

Led appraisal of national level infrastructure projects in Vietnam

- Designed and managed early-stage studies (up to \$300,000) to examine project feasibility and led multidisciplinary teams for the formulation of three infrastructure and community development projects (\$100 to 200 million)



## Projects

### Wearable Application:

Designed an UV alert application that detects UV level and provides customized recommendations to users in Samsung Gear S

### Health Monitor Application:

Designed an application that continuously collects physiological data of elderly users from Samsung Gear S and provides a sharable web platform with infographics and narrative UIs for elderly users and their family members

### Interaction Research:

Published - Artistic Distance: Body Movements as Launching Points for Art Inquiry. In Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '15). (co-authored with Kimiko Ryokai and Yoshinori Hara)



## Technology

**Design:** Photoshop, Illustrator, InDesign, Axure, Omnigraffle

**Programming:** Python, Arduino

**Version Control:** Git

**Front-End Development:** HTML, CSS, Javascript, Bootstrap



## Education

### University of California, Berkeley

Master of Information Management & Systems, 2015

- Focus on UX design and research, HCI
- Worked as a graduate student researcher

### Hitotsubashi University, Tokyo

Bachelor of Law in Major, 2007

- Exchange student, University of Auckland (2/04-11/04)



## Additional

- US Employment Authorization Holder
- Fluent in English and Japanese, Enjoy global travel (over 15 countries)