

1000 South Rd, Apt#19 Belmont CA 94002

OBJECTIVE:

Product designer with a background in industrial design and interaction design focused on delivering meaningful user experiences

EDUCATION:

Carnegie Mellon University, Entertainment Technology Center

Masters in Entertainment Technology: May 2012

(MET degree jointly conferred by Carnegie Mellon University's College of Fine Arts and School of Computer Science)

Rochester Institute of Technology

BFA Industrial Design: May 2009

Japan Center for Michigan Universities - Hikone, Japan

Intensive Japanese Language Program - Sept. 2006 to 2007

RELEVANT EXPERIENCE:

Sifteo Dec.2012 - Present

Design Researcher (Aug.2013-Present) **Intern** (Dec.2012-Aug.2013)

- Design and user research for product development
- ID development: visualization, sketch development, rapid prototyping
- Project management on ongoing Sifteo games projects

World Expo 2012 Interactive LED Ceiling Content - ETC Project *Aug.2011 - Jul. 2012*

Experience Designer and Producer for "EDG Twitter" and "Magic Tiles" interactives

- Led two consecutive semester teams in developing a motion detection based game and an animated Twitter display for the Expo Digital Gallery's LED ceiling display
- Organized and evaluated results from a series of user testing sessions
- Created 2D and 3D assets and background art, storyboarded and wrote user scenarios

Product Development Internship, Bandai Co., Ltd. - Tokyo, Japan *Jul.,Aug. 2011*

Intern, Boy's Toy Department

- Interned as part of a team of product developers in Bandai's main boy's toy division
- Responsibilities included generating original toy ideas, cost analysis and proposals for ideas, analysis of market trends and strategies, prototype quality checks, playtesting toys with user groups and developer team, weekly production meetings

City Simulation Game for NEC C&C Research Lab - ETC Project *Jan.2011 - May 2011*

Interaction Designer

- Worked with NEC researchers and ETC team to create a 3D simulation using the Unity game engine. Players learn about NEC's research by exploring the futuristic city within the game
- Created art assets and After Effects animations, wrote / storyboarded game and user scenarios

Rochester Museum and Science Center *Jun.2008 - Aug. 2008*

Exhibit Design Intern

- Designed and built interactive exhibit targeted at elementary and middle school guests
- Collaborated with design team, builders, and science educators
- Playtested prototype exhibits with user groups to further refine designs

Modular Furniture built for JCMU *Jan.2007 - Apr. 2007*

Freelance Designer

- Designed a modular furniture system built for and installed at the Japan Center for Michigan Universities.
- Produced design documents, specs, and budget for furniture system, worked with local builders to produce and install the final design

SKILLS:

Rapid visualization, product / concept rendering, rapid prototyping, 3D modeling, graphic design, illustration, storyboarding, Scrum, Agile development, strong written and verbal communication

SOFTWARE:

MS Office Suite, Photoshop, Illustrator, Premier, After Effects, Maya 2012, 3DS Max, Unity 3D, SolidWorks