

Curriculum Vitae

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Nationality Japanese, Permanent Residence holder in the UK

Summary

Interaction designer.
Gained an MA from the Royal College of Art in 2006.
Ten years experience in UX/UI design, concept design and strategic design on consumer products (Sony/ PlayStation), mobile phone industry (Nokia), toy industry (Hasbro) and design agency (Method).
Three years experience in graphic design (Magazine House).
Experienced on various design research, user testings and quick prototype creations through projects.
Filed nine patents as a result of innovative design.

Educations

2004 - 2006 **Royal College of Art**
MA Interaction Design
2003-2004 **Goldsmiths College, University of London**
Diploma in English Language for the Arts and Social Sciences
1996-2000 **Musashino Art University**
BA Visual Communication Design

Talks

10/2018 **Speculative Futures London #01** (London, UK)
07/2010 **Design Research Lab**
at Deutsche Telekom Laboratories and Technical University Berlin (Berlin, Germany)
10/2009 **Musashino Art University** (Tokyo, Japan)
11/2006 **Sony Concept Lab** (Tokyo, Japan)

Exhibitions

07-08/2006 **SEVEN IDEAS**
at the Embassy of Japan, London
06/2006 **The Summer Show 2006**
at the Royal College of Art, London
07/2005 **Mattel Design Summit, Los Angeles**
Selected to represent the RCA in a toy design project.
06-08/2002 **art.bit collection**
at NTT Inter Communication Center, Tokyo
The exhibit displayed works that explore new possibilities in software.
06/2000 **CONTACT**
at Musashino Art University, Tokyo



Work experiences

03/2017 - present **Method London**
I worked as a lead interaction designer on Strategic design and design research on various projects.

05/2012 - 02/2017 **Sony Creative Center San Francisco**
I worked as a lead UX designer to create system UI for PlayStation 4, the next-generation game console. I also designed services, applications and apps for Playstation3,4 and other SONY products.

10/2010 - 03/2012 **Nokia: Emerging Market Services**
I was leading projects as senior UX designer for mobile phone services focusing on users in emerging countries. Under the strategy of connect the next billion people, I worked on web apps for S40 phones and other services for emerging market.

07/2008 - 10/2010 **Nokia: Service and UI Design**
I was a member of the Service and UI Design department at Nokia Design. I have worked on projects defining interaction models for mobile devices on a time frame of 1-2 years to explore the future of mobile interfaces and services for Nokia's broad portfolio.

02/2008 - 05/2008 **Forpeople ltd**
Forpeople is a design consultancy in London. I worked on strategic designs for various large corporations.

2006 - 2008 **Hasbro Europe**
I was attached to the BlueRocket Studio, which focuses on a time frame of 5-10years into the future and looks for new areas and business opportunities through conceptual projects.

Summer 2005 **ARD (Ab Rogers Design)**
I worked as an intern and involved in exhibition space design and service design.

2002-2003 **IKKO TANAKA design studio**
I prepared the exhibition IKKO Tanaka : A Retrospective.
I was also concerned with compiling Ikko's catalogue raisonné, published by the Asahi Shinbun.



2000-2002 **Aleph Zero Co., Ltd.**
I gained the professional skills of an editorial designer. I worked for 'anan' magazine published by Magazine House.



Practical skills

Highly skilled in...
UI design, UX design, design research, concept design, service design, graphic design, story telling and wireframing (Photoshop, Illustrator, Sketch etc)
Skilled in...
Facilitate workshop, interactive prototypes, electronics
Working knowledge of...
Video editing, Java script, HTML, CSS