

Curriculum Vitae

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Summary

I have over 10 years of work experience in interaction and service design, with a passion for design research and user experience. I am proficient at human-centric design approach and various methodology in design research activities. I have designed interfaces for various consumer products such as the PlayStation 4 game console and mobile apps. I experienced in the end-to-end stages of digital product design, from initial concept to implementation.

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

12/2018 **Musashino Art University** (Tokyo, Japan)
 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

07/2020 - present **Curio.io**
I am working as Head of Product Design to define overall experience on the listening journalism service called Curio, on iOS, Android and web. I also in charge of the user research to understand current users and set target users strategically.



03/2017 - 06/2020 **Method London**
I worked as an Associate Director and led projects on design research, experience design, service design and strategic design for clients such as Hitachi, Panasonic, Costa, Evry, Pearson, Economist, and more.

05/2012 - 02/2017 **Sony Creative Center San Francisco**
I worked as a lead UX designer to create system UI for PlayStation 4 game console and its various features. I also led a project redesign PlayStation Network account creation and management for 103 million active users.

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.

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...
Design research, UX/UI design, service design, speculative design, graphic design

Skilled in...
Facilitate workshop, electronics

Working knowledge of...
Interactive prototypes, video editing, HTML