

EXPERIENCE

RELATIVE SCALE - RALEIGH, NC

Senior Interaction Designer and Developer • October 2019 to Present

Interaction Designer and Developer • August 2017 to October 2019

- Create conceptual frameworks to support client provided content as a way of telling human-centric stories for multi-media applications.
- Produce visual designs that align with the conceptual framework utilizing Adobe Creative Suite and Blender3D and ensuring a successful transition to the Unity3D game engine.
- Experiment and develop a fully interactive touch-screen based program using the front-end application in C# within the Unity3D game engine based off UI wireframes.
- Explore different and compelling ways for users to engage with content that feels appropriate to the medium and utilizes basic schemas.

PANOFORM - RALEIGH, NC

Researcher • August 2016 to July 2017

Principal Investigator - Derek Ham, PhD

- Assisted in developing new grids to help students create 360° content for VR.
- Promote the tool to educators and content creators at SXSWedu conference.
- Used grids in demonstrations and observe how students utilize the prototyping tool.

NCSU COLLEGE OF DESIGN - RALEIGH, NC

Teaching Assistant • August 2015 to May 2017

- Aided Professor teaching 25 students in First Year Experience, first-year design studio and 15 students in GD310 Visual Representation and Display.
- Encouraged students to develop their ideas through the design process using full class discussions, one-on-one critiques, and e-mails.
- Created and ran demonstrations to instruct students on skill-related topics.

Design Lab Instructor • July 2016 and January 2017

- Created and ran a workshop for 22 high school students to start and finish a design project within a day.
- Introduced students to basic design concepts, acquainting them with the design process from concept to research to iterations to prototype.
- Mentored students to develop their ideas during full class discussions and one-on-one critiques.

NCSU STUDENT MEDIA - RALEIGH, NC

Photography Graduate Assistant • September 2014 to May 2017

- Taught photo ethics, photography skills, and professional practices to a 42 student photo staff.
- Coordinated with editorial staffs at student media to plan larger assignments encouraging collaboration between photographers, writers, editors, and designers.

JAPAN EXCHANGE AND TEACHING PROGRAM - MINAMISHIMABARA-SHI, NAGASAKI-KEN, JAPAN

Assistant Language Teacher • August 2011 to August 2014

- Planned English classes with Japanese teachers of English at two junior high schools and created a unique curriculum for all 6 grades at two elementary schools; totaling 790 students in all.
- Engaged students with creative curriculum, while using different learning techniques tailored to individual strategies for students, and prepared them for the high school entrance exam.

EDUCATION

NC STATE UNIVERSITY - RALEIGH, NC

- Masters of Graphic Design • May 2017
- Bachelor of Industrial Design • May 2011

RITSUMEIKAN ASIA PACIFIC UNIVERSITY - BEPPU-SHI, OITA-KEN, JAPAN

- Study Abroad • Spring 2010

RESEARCH

NCSU COLLEGE OF DESIGN - RALEIGH, NC

Perceptions of One's Self and Others in Virtual Reality • August 2016 to May 2017

- Committee Members - Helen Armstrong; Derek Ham, PhD; Denise Crisp
- Developed a visual matrix expanding abstract representations utilized to embody users in a virtual reality environment while decreasing social bias and stereotypes and increasing participation.
- Developed a working VR prototype built in Unity3D game engine that utilized iOS devices and Google Cardboard headsets for user testing.
- Tested the prototype with five different conditions across 69 users, evaluated user experience, and measured social presence.

ACHIEVEMENTS & HONORS

- Unity Certified Programmer • May 2018
- Member of Society of Experiential Graphic Design (SEGD) • February 2018 to Present
- Graduate Faculty Award for Academic Excellence • May 2017
- Playground presenter at SXSWedu • March 2017
- Group guest lecturer at Duke's Visualization Friday Forum lecture series • September 2016
- Member of American Institute of Graphic Arts (AIGA) • September 2015 to Present
- ACP First Place Individual Award for Photo Excellence in Environmental Portraiture • October 2011

CONFERENCES

- AAM Museum Expo • May 2019
- SXSWedu • March 2017
- North Carolina College Media Association • February 2017
- Hopscotch Design • September 2016
- Associated Collegiate Press • October 2016
- North Carolina College Media Association • February 2016
- Hopscotch Design • September 2015
- Universal Design Symposium at NCSU • March 2015

SKILLS

SOFTWARE

Unity 3D game engine
Blender 3D
Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe Premiere
Adobe After Effects
Fusion 360
Microsoft Office
Invision

DESIGN

Interactive Media
iOS Mobile Design
UX
UI
Product Design
Virtual Reality
3-D Modeling
Rendering
3-D Printing
Publication and layouts

PROGRAMMING

C#
Javascript
HTML/CSS
Python
A-Frame (WebVR)
Java

PLATFORMS

Windows (64 bit)
MacOS
iPadOS
iOS
Android

LANGUAGE

- English • Native
- Japanese • Conversational