

Senior product and UX designer, two decades across Microsoft and Rakuten — from Office Lens (Google Play Best App, 2015) to leading Rakuten's travel design team. My edge is rare right now: I don't just direct design, I build it, pairing design judgment with AI as a daily build partner to take work from Figma spec to running product. Judgment has always been the value — and as AI absorbs the production, it becomes the whole differentiator.

FLUENT IN

UX / UI Design · Design Systems & Component Libraries · User Research & Journey Mapping · Prototyping & Interaction · AI-assisted Design & Build · Agile / Scrum
Tools: Figma · Adobe Creative Cloud · HTML / CSS / JavaScript

INDEPENDENT

Product Designer & Design
Consultant

2023 – Present

TOKYO, JAPAN

- Design **and** build shipping product with AI as a daily design-and-engineering partner — from Figma spec to running code, with human judgment on every decision.
- Built a custom smart-home platform end to end — one responsive codebase serving a wall-mounted tablet, desktop, and phone, in daily family use and running in production for months.
- Rebuilt my design portfolio the same way — Figma spec to finished, hand-coded site.
- Founded jmonky — extending my design practice from digital into physical, industrial design.

RAKUTEN GROUP

Senior UX Design Manager · Design
Team Manager

2020 – 2023

TOKYO, JAPAN

- Built and led a team of **eight UX/UI designers** into a Lean UX organization — shared research practices, a design-system foundation, and component libraries where there had been none.
- Led UX and UI for Rakuten's Travel Innovations Design group — online products, services, and mobile apps across the company's global and domestic travel business.
- Reset the group to an Agile Scrum design-and-development model, aligning design cadence with engineering delivery.

TRANSMETHOD

Co-founder · UX Consultant

2018 – 2020

TOKYO, JAPAN

- Co-founded a UX consultancy with a former Microsoft colleague, helping companies solve complex user problems while balancing business goals.
- Worked with Japanese and global clients including **Asics** and **Tokyo Metro** — built a new English-language app for visitors ahead of the **2020 Tokyo Olympics** from Tokyo Metro's existing Japanese app.
- Designed and coded the studio's own brand and website.

MICROSOFT OFFICE

UX Designer

2013 – 2017

TOKYO, JAPAN

- Designed Office Lens (mobile) — **named a Google Play Best App of 2015** and one of Microsoft's most successful stand-alone cross-platform apps, in market for roughly a decade.
- Designed UX for **Docs.com**, which reached **~70 million users within a year** of launch — plus Immersive Reader, Sway, and a OneNote whiteboard app across the Office ecosystem.
- Reported into **UX Research**, not a design organization — every decision pressure-tested by researchers, grounding the work in evidence over opinion.

MICROSOFT MSN

Lead UX Designer

2009 – 2013

BELLEVUE, WA

- Recruited from a contract role into a full-time position leading MSN's entertainment monetization.
- Led design for monetized brand experiences on MSN for major advertisers including **State Farm**, **Disney**, and **Visa**.
- Conceived and built custom branded microsites — video series, galleries, and user-generated campaigns — that met both client and Microsoft monetization goals.
- Art-directed the team's designers, worked directly with advertising and design agencies, and managed projects end to end from scope through delivery.

MICROSOFT (BEET)

UI & Interaction Designer

2006 – 2009

REDMOND, WA

- Created monetized interactive experiences for Microsoft's online services at BEET, its in-house design and advertising studio, in partnership with influential brands.
- Took entertainment experiences from brainstorm and pitch through rapid branded comps and working prototypes for client review, then through development and deployment.

MICROSOFT (MEDX)

Product Designer

2005 – 2006

REDMOND, WA

- Designed and developed UI and UX for current and future versions of **Windows Mobile**, focused on music, video, and photo sharing.
- Shaped features from market analysis, customer feedback, and usability studies; carried apps from proof of concept through prototyping and user testing to production.

HO SPORTS

Multimedia Designer · Web Developer

2003 – 2005

WOODINVILLE, WA

- Built websites and print/product graphics for a leading water-sports brand — wakeboard graphics, apparel, and point-of-sale — across HTML, Flash, CSS, JavaScript, and ActionScript.

PHDESIGNS

Co-founder · Web Designer / Developer

2001 – 2003

BELLEVUE, WA

- Co-founded a web development and graphic design firm for technology companies, venture-capital firms, and artists — and founded Prime9 Networks, a web-hosting company for small businesses.