PRODUCT DESIGNER

Alli Hishikawa

www.allikawa.com · allikawa@uw.edu · 425-591-9940

WORK EXPERIENCE

JUN – SEPT 2021

Product Design Intern · Coda

- Designed and shipped a section of our product to scale for a growing ecosystem of features.
- Led a two-week redesign of Coda's community page to better align the page with our brand and values.
- Worked within a team of product managers and engineers to design for scalability and growth.

JAN – MAY 2021

UX Designer · ZSuite Technologies

- Led UX as the only designer in a 25 person company.
- Conducted 11 usability tests using Figma prototypes to validate research and define product features.
- Designed hi-fidelity mockups and worked closely with developers to build and ship a beta product.

JAN – JUN 2021

UX Designer · Develop for Good

- Directed design on a mobile cross-platform app that expedites the medical diagnosis process for parents and doctors at Akron Children's Hospital.

PROJECTS

JAN – JUN 2021

Student UX Designer · Microsoft

- Investigated how mobile mixed reality might aid field technicians in documenting their learnings.
- Conducted interviews on UserTesting.com to understand key pain points in the field technician workflow.
- Designed for mobile mixed reality using Figma.

JAN – MAY 2021

Lead UX Designer · VerbalEyes

- Paving a more accessible Internet through AI-driven audio description.
- Drove branding and UX for an application that audio-describes videos for visually impaired students.

EDUCATION

SEPT 2017 - JUN 2021

University of Washington · B.Sc.

Human Centered Design & Engineering (HCI), Minor in Informatics

SKILLS

Design Tools

Figma, Framer, Webflow, Miro

Design Methods

Journey Mapping, Affinity Diagramming, Storyboarding, Storytelling, Wireframing, Prototyping, Information Architecture

Research Methods

Card Sorting, Interviewing, Surveys, Personas, Task Analysis, Usability Testing, Qualitative Coding, Grounded Theory

Technical Tools

HTML & CSS, JavaScript, Github, Tableau

Languages

English (Native), Japanese (Fluent)