

# Mason Noboru

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## SUMMARY

3+ years of work experience in user experience and product design. As a designer, I'm passionate about diving into the deep end of complex problems and emerging with effective, innovative solutions where people need them most.

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## EXPERIENCE

### User Experience Designer

Interactivism, Client: Intel

January 2023 - June 2023, Pasadena, CA – Remote

- Primary designer in collaboration with Intel's Cloud Engineering team to define and design a B2B vehicle fleet management SaaS platform
- Advocated for human centered design principles while considering business objectives and technical feasibility with input from engineers
- Translated user research, stakeholder input, and technical constraints product requirements and comprehensive user journeys, informing design work and aligning teams on user understanding
- Spearheaded the product's initial design system, including component library, interaction patterns, data visualizations, infographics, documentation, and best practice recommendations with WCAG compliance

### User Experience Designer

Punchcut, Clients: Amazon, USAA

July 2022 - December 2022, San Francisco, CA – Remote

- Led end-to-end UX design duties for projects with Amazon and USAA, facilitating collaboration and providing design guidance within agile design teams on mobile apps, web interfaces, and living room devices
- Conducted user research and competitive analysis, later synthesizing insights into user personas and journey maps that aligned teams on user understanding, informed product direction, and enabled collaborative design work
- Developed information architecture, wireframes, interactive prototypes, mockups, and style guides, effectively communicating design solutions and technical considerations with clients and stakeholders
- Aligned business objectives and product requirements with user needs, delivering product roadmaps and actionable designs at scale while communicating design perspectives with clients

### User Experience Design Intern

NASA Jet Propulsion Laboratory

March 2020 - February 2021, La Cañada Flintridge, CA

- Collaborated cross-functionally with researchers, engineers, and planetary scientists to design automated science planning software essential to NASA JPL's Europa Clipper Mission from execution to user testing and refinement
- Performed and synthesized qualitative and quantitative research into personas, user journeys, and product requirements
- Conducted usability heuristic analysis of internal and external NASA tools, presenting findings to stakeholders, and jumpstarting the visual Programming UI for Europa Clipper Science Planning
- Designed and user tested interactive prototypes of Europa Clipper's visual programming UI while enhancing the newly established Europa Clipper Design System

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## EDUCATION

### Bachelor of Science in Interaction Design

Art Center College of Design • Pasadena, CA • 2022

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## SKILLS

User Experience Design, Interaction Design, User Interface Design, Product Design, Interactive Prototyping, Data Visualization, Design Systems, User Research, Usability Testing, Storyboarding, Market Research, Human Computer Interaction, Visual Design, Typography, Composition, Color Theory, Figma, Sketch, Adobe Creative Suite, Framer, Balsamiq, Zeplin, Mural, Jira, Git, Front-End Web Dev