

Ayumi Oishi

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Technical Skills

Database:	SQLite, MySQL, Oracle
Programming:	C++, Java, Python, JavaScript, HTML/CSS
Tools:	Figma; Google: Slides, Sheets, Documents, Forms; MS: PowerPoint, Excel, Access, Word
Languages:	Japanese, English
Areas of Expertise:	UI Design, UX Design, User Research, Interaction Design, Rapid Prototyping, Wireframing, User Testing, Project Management, Product Life-cycle Development from Concept, Agile Development, Software Design, Data-Driven Decision Making, Mobile Platforms, Big Data Analysis

Education

Bachelor of Science in Computer Science and Software Engineering	December 2022
University of Washington Bothell	
GPA: 3.81, Clubs: Tau Sigma National Honor Society, Annual Dean's List 2021-2022	

Professional Experience

User Experience Research Assistant, University of Washington	September 2022 – Present
<ul style="list-style-type: none">Handled UX research / design for children on the autism spectrum to improve the usage of their augmentative and alternative communication (AAC) aids.Conducted 5 times of field observations and 3 times of interviews with different users as ethnographic research to analyze the domain of the application.Created an empirically based, low-fidelity prototype from scratch that focuses on context-aware feature and emergency mode.	
User Experience Designer, Rakuten Group, Inc. Japan (Remote)	February 2022
<ul style="list-style-type: none">Proposed payment application features focused on increasing the interoperability between different service platforms at a Japanese company that focuses on e-commerce and provides many online services.Conceptualized strategic design and created a prototype that can be used cross-platform on various in-house services.Validated the concept and prototype by conducting A/B testing and measuring the frequency of user transactions.	
System Engineer, Sunlight System Service, Inc. Japan	April 2017 – March 2018
<ul style="list-style-type: none">Designed and tested the release of "Monosugo" for Android and iPhone by defining user requirements and functions to successfully evaluate property management systems.Redefined the requirements of an existing in-house QR payment system by conducting market research in order to anticipate and meet the needs of prospective target customers.Created a system design and proposed a system service using the in-house application to enhance the user experience in the games of the Yokohama Dena Baystars.	
Team Leader, Accounting Clerk, KDDI Evolva, Inc. Japan	April 2014 – January 2017
<ul style="list-style-type: none">Organized a team of 6 members that links corporate customers' deposits to the internal system at a major telecommunications company to reduce the monthly unaccounted deposits by coordinating tasks with clients.Proposed creating a tool with the systems engineering team, cut accounting registration work from 30 minutes to about 7 minutes, and the monthly unaccounted deposits that exceeded 20 million dollars was reduced to approximately 4 million dollars.	

Honors & Awards

Scholarship to attend the virtual Grace Hopper Conference 2020	October 2020
University Washington Bothell	
Top five of the American Mathematical Association of Two-Year Colleges Math Competition	November 2019
Seattle Central College	