

Ace Ujimori

UX Designer


About Me

I believe that every person is responsible for what they put out in the world. How I ensure that my designs resonate with people they come in contact with is by fusing an empathic thought process with practical design models.

In my downtime, I am known to be crocheting in the locker room before a hockey game or on the sidelines of a rugby pitch.

Contact

 AceUjimori.com

 312.576.0081

 ace.ujimori@gmail.com

Toolbox



Education


General Assembly
UX Design
Mar 2016


Brooks Institute
Bachelor of Art
Sep 2009

Speaking Events



IxDA



General Assembly



DePaul University



Designation

Experience

CSG International
Jul 2017 - Current

UX Designer II

Working directly with project manager, product owners, developers, clients, and other designers to create white label products that create meaningful and visually appealing platforms.

Ulta Beauty
Apr 2017 - Jul 2017

UX Architect

Tasks included conducting user testing, analysis of competitors, assembling of business requirement, aligning technical requirement and producing wireframes and prototypes.

Elevate Creative
Jan 2017 - Apr 2017

UX Architect / Project Manager

Scoped out, created roadmaps, and allocated resources for projects. Conducted users research, producing personas, wireframes, prototypes , and interviewed users to reveal insights.

Ourcapsule
Sept 2016 - Apr 2017

Lead UX/ UI/ Service Designer

Defining design, architecture, and service for Ourcapsule. Work directly with CEO, CTO, and CFO to accomplish business goals.

Coder Inc
Jun 2016 - Dec 2016

UX/ UI/Architect/ Designer

Research, design, and produce meaningful digital products for multiple platforms that include web, mobile, and desktop.

Kyve app
Oct 2016 - Dec 2016

UX/ UI/ Service Designer

Defined the design direction, and architechure for Kyve an IOS app to organize and hopefully eliminate physical business cards.

General Assembly
Apr 2016 - Jun 2016

Associate UX Design Instructor

Creating a new channel to allow students to receive feedback and providing resources to help students apply UX concepts to complex projects.

Professional Skills

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|---------------|-----------------|-------------------|
| User Testing | Prototyping | Service Blueprint |
| User Personas | Interviewing | Mental Modeling |
| Wireframing | Journey Mapping | Storyboarding |