**Yuta Okuyama**

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**Experience**

**aPriori Technologies, Inc.** | User Experience Designer | Remote, USA |10/2022 - Present

A B2B SaaS provider of manufacturing simulation software

* Increase organizational awareness of user-centered design by 400% through proactive collaboration with product, engineering, and QA team early in the UX process.
* Increase product development speed by 300% by planning and executing design system strategy, building design system, and collaborating with cross-functional stakeholders including CXOs.
* Reduce time on task by an average of 68% by designing features for mechanical engineers to reduce cost and collaborate efficiently.
* Lead organizational change to include UX process in the upper stream of product development cycle by advocating a more UX-led research methodology versus sales-led customer outreach.

**Collabify.ai** | Lead UX Designer | Remote, USA | 7/2022 - 1/2024

A B2C startup that provides opportunities for boot camp graduates to gain entry level work experience

* Standardized brand’s visual language by managing and leading a UX team of three to inventory and build a cohesive design system and a style guide.
* Increased UX sprint velocity by 25% by training junior designers and teaching them fundamental UX principles and UX tools like Figma.

**Senior Citizens’ Legal Services** | Lead UI Designer | Remote, USA | 3/2022 - 4/2022

A non-profit that provides free legal services to elderly residents

* Improved website’s usability from a SUS score of 43.25 to 92.49 by working directly with elderly people and incorporating their feedback into a simple and accessible UI that improved discoverability and ease-of-use.

**Education**

**General Assembly** | Remote, USA | 1/2022 - 4/2022

User Experience Design Immersive Project

**Middlebury Institute of International Studies at Monterey** | Monterey, CA | 1/2019 - 6/2020

MA in Conference Interpretation (Japanese and English)

**International Christian University** | Tokyo, Japan |9/2014 - 6/2018

BA in Liberal Arts (Majored in Music)

**Skills**

User Experience (UX) Strategy, User-centered Design, Generative and Evaluative Research, Usability Testing, Quantitative and Qualitative Analysis, Visual Design, Interaction Design, Desktop and Mobile Design, Responsive Design, Design System and Accessibility, Brand Strategy, Stakeholder Management, Relationship Building and Management, Cross-functional Collaboration, Project Management, UX Advocation, UX Process Improvement, Agile, Scrum, Lean UX

Figma, Storybook, Zeplin, Miro, Mural, Optimal Workshop, Maze, Gainsight, G-suite, Jira, Confluence