

Lauren Miyoko

I am an entry-level UX/UI designer who is interested in creating meaningful solutions between the user and product through innovative systems.



Contact LaurenMiyoko@Gmail.com
LaurenMiyoko.com

Education Industrial Design, M.F.A. | 2018-2020 (expected)
Rochester Institute of Technology

Studio Fine Art, B.F.A. | 2012-2016
Rochester Institute of Technology

Experience Designer and Patternmaker | Spring 2020
COVID-19 Volunteer

Created a pattern and machine sewed face masks for medical professionals to assist with mask shortage.

Graduate Design Research Assistant | Fall 2019 - Winter 2019
Rochester Institute of Technology

Researched human interactions that are now considered normal that were once seen as odd before the rise in technology. The findings were culminated in a paper that was then presented to an audience.

Designer | Summer 2019 - Winter 2019
Freelance

Collaborated with an American television producer to create a patented, travel size and disposable urination splash guard for aging men.

Project Manager and Industrial Designer | Summer 2019
Studio930

Oversaw the design of systemic solutions to improve patient confidence and engagement as well as doctors' experiences. Led semiweekly critiques with teammates in addition to guiding the design of these healthcare based projects.

Co-Founder and UX Researcher | Summer 2018
TigerCGM

Conducted research with an interdisciplinary team, focusing on those living life with diabetes in order to create a more unified experience while using a continuous glucose monitor. The visual design of the brand and mobile app were then created based off of our research.

Presentations Experiential Design - Rethinking relations | 2020
between people, objects and environments

Presented at Florida State University's Architecture, Media, Politics, Society (AMPS) on the decline of face-to-face interaction of daily human activity and experiential ways to solve this problem.

How Thinking? Graduate Research Symposium | 2019

Invited to present on the importance of design and design thinking to a multidisciplinary audience.

Skills Information Architecture, Wireframing, Critical Thinking, UI, UX, Conceptualization, Competitive Analysis, Content Organization

Software Adobe CC Suite and Figma

Certifications User Experience Design and Development | 2016-2017
Rochester Institute of Technology