

Kaz Saegusa

Design + Engineering specialist who rapidly codifies and delivers compelling user experiences.

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frog

Director of Design Technology, 2023.1 - present | San Francisco CA

Associate Director of Design Technology, 2020.12 - 2022.12

- Responsible for leading project teams to provide them with engineering directions and navigate to successful delivery in various contexts including: software product delivery, early stage proof-of-concept development, software + hardware prototyping, etc.
- In charge of client interactions to maintain the relationship and scope further engagements with existing and prospective clients (avg. \$1~2 million annual revenue contribution)
- Managing and leading a team of junior to senior level design technologists and help them grow in technical capabilities (e.g., coding, architecture) and consulting skills (e.g., client interaction, presentation)
- Establish reusable implementation patterns to be adopted in deliverables (e.g., connected experience framework, design token service) to allow design technology team to leverage them as boilerplates, and the business to be able to showcase capabilities and flexibly scope programs for better win rate.

Senior Design Technologist, 2019.2 - 2020.11

Design Technologist, 2015.7 - 2019.1

- Led software and hardware development efforts toward a various purposes from quick proof-of-concept prototype to application production development with various technology stack
- In charge of transformed design specifications or concepts to accelerate design process in a multi-disciplinary team
- Led / contributed to a program learner in engineering needs including: design research, interaction design, product strategy.

Tactical and Tactile Design Lab

Interaction Designer & Prototyper, 2014.6 - 2015.7 | Seattle WA

- Led software/hardware prototype development for research projects at University of Washington: e.g., front/back-end for a geocaching mobile application, machinery/software for a CNC fabrication tool, etc.
- Published research papers and presented keynote and demo at international academic conferences

M.S. in Human Centered Design & Engineering

University of Washington | Seattle, WA

- Hands-on courses on UX/UI design, user research, prototyping, etc.
- Academic research in tangible UX prototyping and user research

M & B. Eng. in Intermedia Art and Science

Waseda University | Tokyo Japan

- Majored in Acoustics - digital signal processing, sound/data visualization, circuit design, music production interface design & development

CNN, Marriott, Applied Materials, Meta, Molson Coors, SFMOMA, PwC, Verizon, VSP Vision Care, Deutsche Telekom, Therma-Tru, Seres, Rakuten, RBI, Baker Hughes, Daiwa House, KDDI, Dentsu

FE / BE

node.js, FE framework (e.g., React/Angular), AWS (EC2/S3/Lambda, etc.), Digital Ocean, Nginx, Docker, React Native, Swift

Creative Coding / General Purpose

openFrameworks, C/C++, p5.js, three.js, Tensorflow.js, Python

Tools

Figma, Adobe CS, Zeroheight, Matlab, Blender, Rhinoceros, DAW

Hardware

RaspberryPi, Arduino, ESP (Platform.io), PIC, Eagle (PCB), CNCs (3D printer, laser cutter, etc.)

Human Language

Japanese (native), English (fluent)

- SXSW 2023 - Dolby House Panel Discussion, "Sound of Silos: Audio in the Future".
- H. Saegusa, T. Trans and D. Rosner. "Mimetic Machines: Collaborative Interventions in Digital Fabrication with Arc" Conference on Human Factors in Computing Systems (SIGCHI) 2016.

- (Part of the team) Gold Muse Award in AR/VR/MR "René Magritte: The Fifth Season Interpretive Gallery", 2019.
- Jury Prize: Kitakyushu Digital Creator Contest (KDCC) 2017.
- Honorable Mention: Conference on Human Factors in Computing Systems (CHI) 2016.