

Francis Ken Nakagawa

SR. UX DESIGNER, HARDWARE

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EXPERIENCE

iRobot

- **Sr. UX Hardware Designer** 02.2023 – Present
 - Design robot's physical interfaces: buttons, displays, sounds and lighting.
 - Bridge advanced robotics with user-friendly interface design.
 - Work with mobile UX Designers to create seamless physical and digital experiences.
 - Design optimized packaging, improving the unboxing experience as well as reducing materials and manufacturing costs.

Institute for Creative Integration

- **Studio Lead** 03.2021 – 08.2022
 - Direct teams in executing design projects, including developing inclusive design guidelines for Woven City.
 - Facilitated collaboration with Toyota's advanced design and planning divisions
 - Successfully pitched novel mobility systems to C-level executives
- **Lead Designer** 07.2016 – 03.2021
 - Led a team of 7 in the end-to-end process of research, design, and testing of new forms of autonomous mobility.
 - Used a speculative design approach to change the mindset to speculate about our process and the future.
 - Produced low to high-fidelity prototypes in partnership with engineers.
 - Ran experimental research activities on autonomous vehicles and AI interactions.
- **Experience Designer** 08.2014 – 06.2016
 - Designed holistic multi-sensory user interfaces for advanced vehicle concepts.

EDUCATION

MFA - Design - CALIFORNIA COLLEGE OF THE ARTS

07.2012 – 05.2014

Merit scholarship 2012-2014

BA - Product Design - ISTITUTO EUROPEO DI DESIGN

02.2009 – 12.2011

Class representative 2009-2011

BBA in Business Administration - INSPER

02.2005 – 12.2008

Speaker at the X SEMEAD Congress 2007 - Motivational factors in a consulting company

SKILLS

Approach

- Transformational leadership
- Critical thinking
- Human-Centered Design
- Speculative design

Practices

- Design Research
- UX Design
- Industrial Design
- Ethnographic research
- Speculative Research
- Future Studies
- Inclusive Research
- Inclusive user-testing

Craft

- 3d modeling
- Visual design (UI, graphic design)
- Sewing / e-textiles
- Prototyping / Digital fabrication
- Scent experimentation
- Basic electronics
- Storytelling / storyboarding

RECOGNITIONS

- **Design & Emotion 2016**
Paper presenter(Netherlands)
- **Spark Awards**
Finalist (USA)
- **Diabetes Mine Design Challenge**
Finalist in two categories (USA)
- **Design Quest Furniture Design Competition**
Finalist (USA)
- **MiniSpace /FatBoy Competition**
Third place (Netherlands)
- **Tissot Display Design Contest**
Third place (Switzerland)