

EMI KOBAYASHI

CONTACT

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1-714-623-7515

WEBSITE

<https://emikobayashi.com>

EDUCATION

University of Washington

BS Biochemistry,
BA Psychology,
Minor in Chinese

University of Southern California

Master of Science in Integrated Business, Technology & Design
Finance for Entrepreneurs, Python, Unreal Engine, UX/UI Research

CSWA Solidworks 3D Mechanical Design

CertificateID: C-LGXCNHK8AT

PUBLICATION

Nature Genetics

Discovery of common and rare genetic risk variants for colorectal cancer

AWARDS/HONORS

University of Washington
Dean's List (2011-2014)
NAAAP Emerging Leaders Award
Ballard Rotary Scholarship Recipient
Golden Beaver Alumni Scholarship Recipient
Japanese American Citizens League Aki Kurose Scholar
Cope Health Scholar
Kelly Foundation Scholarship Recipient
Lake City Lions Club Scholarship Recipient
NW Asian Weekly Outstanding Graduates

SUMMARY

Senior Product Designer with 6+ years of experience leading end-to-end product design for mobile apps, responsive web platforms, and enterprise systems. Proven track record partnering with cross-functional teams to deliver scalable design systems, AI-powered products, and user-centered solutions across Fortune 500 companies, government platforms, startups, and non-profits. Expertise in product strategy, UX research, interaction design, design systems, and mentoring design teams.

WORK HISTORY

DONIZON

Product Designer

Sep 2024-Present

- Lead end-to-end product design for mobile applications and responsive desktop websites supporting nonprofit organizations.
- Collaborate with product managers, engineers, and stakeholders to define requirements, user flows, and interaction patterns.

BEST OF FANTASY FOOTBALL

Digital Productions Lead

Aug 2018-Present

- Directed weekly digital broadcasts
- Designed and developed a custom web portal delivering real-time league data, content, and community engagement.
- Partnered with writer and broadcaster to ship broadcasting on time.

TRIPMIX.

Principal Product Designer

Jan 2024- Nov 2025

- Led product design from concept through launch for an AI-powered travel application across iOS and Android.
- Defined product vision, UX strategy, and design direction in close collaboration with product, engineering, and data teams.
- Mentored designers and established scalable design processes and patterns.
- Delivered user-centered solutions informed by research, data, and iterative testing.

KING COUNTY GOVERNMENT

UX Designer

Aug 2021-Jan 2023

- Led the creation and implementation of a scalable enterprise design system, improving consistency and development efficiency.
- Re-platformed and standardized UI patterns across government services.
- Redesigned and launched 20,000+ web pages using accessibility and usability best practices.
- Partnered with engineers, content strategists, and leadership across departments.

DOCUSIGN

Product Designer

Mar 2022-Oct 2022

- Designed enterprise UX workflows for complex authentication, SSO, and administrative systems.
- Simplified technical processes into intuitive, reusable UI patterns and templates.
- Collaborated cross-functionally with engineering, product, and platform teams.

UNIVERSITY OF SOUTHERN CALIFORNIA

Design Co-Instructor, UX Designer

Aug 2019- Dec 2021

- Co-instructed UX and product design courses including Human-Centered Design and Design for Live Experiences.
- Designed and shipped an AR mobile application published to app stores.
- Collaborated with 3D artists and Unreal Engine developers to deliver immersive VR/AR experiences.