

# EMI KOBAYASHI

## CONTACT

emikolikobayashi@gmail.com  
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-LGXC�HK8AT

## 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

Sep 2024-Present

#### Product Designer

- 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

Aug 2018-Present

#### Digital Productions Lead

- 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.

Jan 2024- Nov 2025

#### Principal Product Designer

- 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

Aug 2021-Jan 2023

#### UX Designer

- 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

Mar 2022-Oct 2022

#### Product Designer

- 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

Aug 2019- Dec 2021

#### Design Co-Instructor, UX Designer

- 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.