

YOSHITSUGU KOSAKA

CREATIVETECHNOLOGIST / INTERACTIVEDESIGNER



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EDUCATION

New York University

BSc in Integrated Digital Media - Dec 2015
Dean's List

The Cooper Union

Engineering & Entrepreneurship - Aug 2015 Collaborative course with IBM and NYPL

New School

Journalism course - Sep 2017

Certificate:

Google UX Certificate Program - Completed in April 2022

SKILLS

Expertises

Rapid Prototyping
Wireframing
Concept Research
UI Development
FrontEnd Development
XR Development
WebGL
Shader Knowledge
Video Editing

Tools

Adobe CS
Figma / Miro
VS Code
HTML
CSS
JS/NodeJS/ReactJS/Three.js/D3
Basic Python
MaxMSP
Unreal Engine 5
Unity / C#
Blender/Maya
Git

PROJECTS

Frames of Reference:

Producer/Camera Op for the up coming Documentary Film

Planet Meta:

UX Design / Development for 3D heavy concept website

AR Logo Project:

Partnered with Ogilvy and KDDI's Vision Studio.

Artist Root App:

Node based app prototyped with D3 and ReactJs.

AR Library App:

AR Book recommendation app.

AR Words in the City:

iOS application where users can experience AR 3D contents based on where they are in physical locations.(GPS)

Spatial Message:

Foursquare-like experience in AR. Users can leave pins and emojis in the physical space.

AR City:

SIM City-like AR app for 078 Kobe event launching.

Pix2Pix:

Image to image translation using DCGAN. Drawing contests at various events.

My memorial places

Dynamically showcase photogrammetric scenes using Three.js.

Kinect Realtime Volumetric Caption:

Digitally reproduced the scene in real time using 3 Azure Kinects.

EXPERIENCE

Senior Software Designer at Ford Motor Company

April 2022 to Present in London, UK

Design for the future of mobility within the D-Ford Division which is a R&D lab focused on developing service, products, and visions.

A collaboration between IDEO and Ford, the lab uses Human Centered Design methods to quickly prototype, co-create and engage with users, client, and customers in the field.

Creative Technologist at Oliver Agency / More Global

Mar 2021 to Mar 2022 in London, UK

Perform conceptualizing, prototyping and execution in WebGL and XR.

Strategize for the real time image deviation. Designed and Developed WebGL content for Adidas and Ford.

Automate promotional content into multiple versions for Burberry, H&M, PayPal, and Honda.

Built custom plug-ins in adobe CS for various clients. Directed Oliver Australia HQ in content automation.

Content Designer Freelancing at Ogilvy

February 2021 - April 2021 in Tokyo, JPN

Designed and created iOS app and webAR contents for KDDI Vision Studio. Supported Vision Studio's brand development challenge with Ogilvy's team.

Creative Technologist at HakuHodo

Nov 2018 - Apr 2021 in Tokyo, JPN

Conducted technical and use case research to expand the creative potential in the following topics and technologies:

XR, AI, Wearables, Volumetric Technology, Audio Media, WebGL

Developed prototypes using the following tools:

Figma, AdobeCS, Js, NodeJs, ReactJs, Python, Unity, MaxMsp, Blender.

Conducted UX research focusing on products and service designs.

Data Operation Lead at Vice Media

Aug 2016 - Jul 2018 in New York, NY

Designed and implemented automation tools in post-production pipeline scripting in python and javascript.

Developed and managed an internal system which automated production flow and a data tracking system that improved the insight of the department.

Coordinated work-flow with off-site productions and independent contributors.

Quality control of final deliveries to HBO.

AE work: syncing and organizing interviews, uploading and delivering finished content to platforms, providing on site technical expertise.

Content Designer at Vice Media

Jan 2017 - Nov 2017 in New York, NY

Created day-to-day original graphic content for Vice's social media accounts.

Pitched and prototyped the concept and idea of the contents.

Creative Art Intern at Sony Music Entertainment

Aug 2014 - Dec 2014 in New York, NY

Image database research for promotional content. Conducted research on SME artists and brandings.