

Takafumi Kojima
Graphic Designer, UX/UI Designer

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📍 Long Beach, CA

I am an enthusiastic designer with a variety of skills including graphic design, UI/UX design, photography, film, fine arts, and also programming. I am bilingual, speaking both Japanese and English. I am a fast learner, have excellent attention to detail, and able to produce work from most mediums.

EDUCATION

- Associates Degree in Art- 2015 Santa Monica College
Dean's Honor Roll
- Bachelor Degree in Studio Art - 2018 California State University, Long Beach
- Level 3: The Test in Color Coordination, authorized by the Japanese Ministry of Education, Culture, Sports, Science and Technology

SKILLS

- Graphics: Adobe Photoshop, Adobe Illustrator, Adobe InDesign
- UI Design: Sketch, Adobe XD
- Programming Language: HTML, CSS, Javascript, jQuery, Arduino
- Japanese / English

EXPERIENCE

- UX&UI: iOS app design "Pass No-Pass" - *May 2017*
- Graphic design for iTunes music album cover "Sunken" by Daizen Tomoki - *Sep. 2016*
- Graphic design for iTunes music album cover "Vestige" by Daizen Tomoki - *June. 2016*
- Brochure design for GEPS(Global Education Placement Services) - *June 2015*
- Brochure design for Kenbashi Academy (a Japanese preparatory school) - *July 2012*
- T-shirts design for JUMPFULL (a sports fashion brand) - *2012*
- Logo design for NaGaRe Parkour in Japan - *Feb. 2010*
- T-shirts design for NaGaRe Parkour(a parkour organization) in Japan - *Feb. 2010*
- Web design/developping for NaGaRe Parkour (a parkour organization) - *Feb. 2010*
<http://nagareparkour.jp>

AWARD

- UI/UX Design: "Best Beginner Hack from Make School" at Beach Hacks 2017 - *April. 2017*