

# TAKEO YOSHIDA

PROFILE PRESENTATION

# BACKGROUND

*Acquisitions  
and Spin-Off*

*Part-Time*

*Moving*

2017-Present	<b>PANALPINA</b> , BASEL SENIOR CORPORATE UX/UI DESIGNER AND FRONT-END DEVELOPER
2014-2016	<b>ZORALIS</b> , FRIBOURG (Spin-Off of NTT DATA Switzerland) PRINCIPAL UX/UI DESIGNER AND FRONT-END DEVELOPER
2011-2014	<b>NTT DATA SWITZERLAND</b> , BERN (Formerly Keane Switzerland) SENIOR UX/UI DESIGNER AND FRONT-END DEVELOPER
2007-2011	<b>KEANE SWITZERLAND</b> , FRIBOURG (Formerly Caritor Switzerland) SENIOR DESIGNER AND FRONT-END DEVELOPER
2006-2007	<b>CARITOR SWITZERLAND</b> , FRIBOURG (Formerly Teamtime Consulting) DESIGNER AND FRONT-END DEVELOPER
2004-2006	<b>TEAMTIME CONSULTING</b> , FRIBOURG DESIGNER AND FRONT-END DEVELOPER
2003-2004	<b>BLECHA-COM</b> , FRIBOURG GRAPHIC DESIGNER
2003-2004	<b>EMAF</b> , FRIBOURG (School of Multimedia and Fine Arts of Fribourg) DIGITAL DESIGN
2002-2003	<b>GOBELINS, L'ÉCOLE DE L'IMAGE</b> , PARIS (School of the Chamber of Commerce and Industry of Paris) GRAPHIC DESIGN
1999-2002	<b>TECHNICAL COLLEGE AUGUSTE RENOIR</b> , PARIS FINE AND APPLIED ART

# STRENGTHS

**20 YEARS** of experience in design fields.

**15 YEARS** of experience in custom application development for various industries.

## **BLEND OF ARTISTIC AND TECHNICAL EXPERTISE**

- Graduated in fine art and graphic design.
- Specialized in digital design and web technologies.

## **BUSINESS DEVELOPMENT ORIENTED**

- Active support in sales and marketing.
- Strong focus on presentation and client perception.

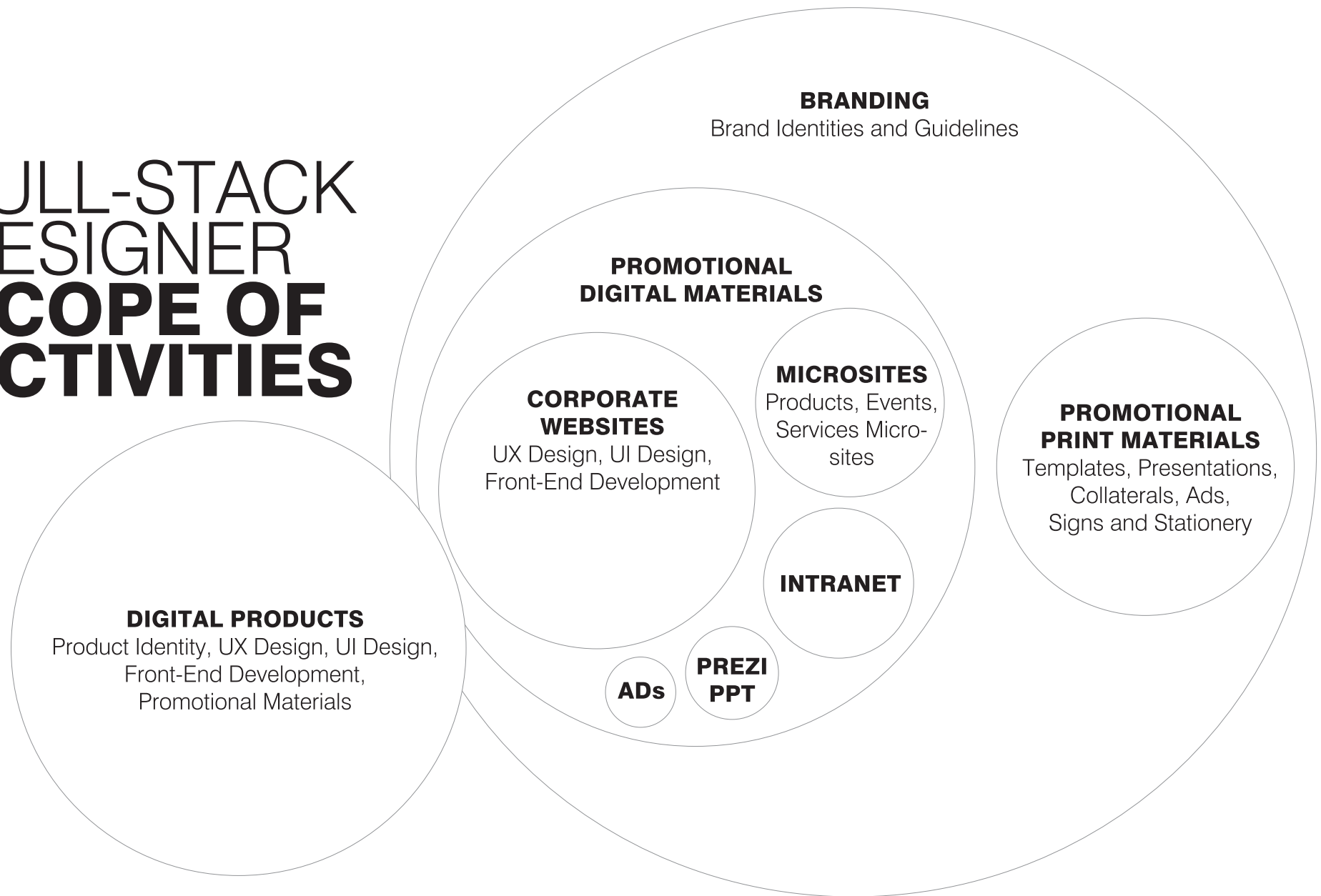
## **RESULTS ORIENTED**

- Ability to understand and translate client needs.
- Creative solutions, clean execution, on-time delivery.
- Focus on user experience and client satisfaction.

## **ADDITIONAL SKILLS**

- Illustration, 3D, product and interior design.

# FULL-STACK DESIGNER SCOPE OF ACTIVITIES



# TECHNOLOGIES

## LANGUAGES



Angular

## TOOLS



## METHODOLOGIES

SAFe  
Agile / Scrum  
ITIL Foundation

# KEY PROJECTS & ROLES



## **CITI VENTURE CAPITAL INTERNATIONAL CVCI | CORPORATE WEBSITE**

- Requirements gathering with the client, onsite in London.
- UX design and UI design based on client's requirements and CVCI's corporate design. Iterative validation with the client.
- Development of a high fidelity click-thru prototype. Iterative validation with the client.
- Front-end development, collaboration with the development team.



## **WIEN ENERGIE | TANKE | ANDROID MOBILE APP**

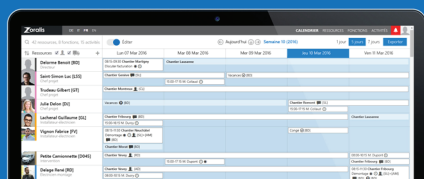
- Requirements gathering with the client, onsite in Vienna.
- UX design and UI design based on client's requirements, Tanke's corporate design, and Android design principles. Iterative validation with the client.
- Delivery of UI elements to the development team and collaboration.



## **SWISSCOM | PEP-TOOL | WEB APPLICATION**

- Requirements gathering with the client, onsite in Bern.
- UX design and UI design based on client's requirements and Swisscom's corporate design. Iterative validation with the client.
- Development of a high fidelity click-thru prototype. Iterative validation with the client.
- Front-end development, collaboration with the development team.

# KEY PROJECTS & ROLES



## **MYPLANNINGTOOL | WEB APPLICATION / SAAS**

- Positioning, market/buyer requirements analysis, product presentation and interview of target market and potential customers.
- Branding
- UX/UI Design and technical specification.
- Front-end development, collaboration with the development team.



## **LARGE INTERNATIONAL ORGANISATION | WEBSITE | PROPOSAL**

- Elaboration of a proposal for a large international organisation, based on a statement of work and a request for proposal: Corporate presentation and detailed description of the proposal including project phases, project planning, reporting procedures, project team presentation, effort estimate, pricing, terms and conditions.



## **ZORALIS | BRANDING / ART DIRECTION**

Branding: Logo design, visual identity definition and guidelines.

- Website UX/UI design, front-end development, CMS integration, copywriting in FR|EN.
- Design of all screen material: Microsites, intranet, PPT, Prezi, advertising.
- Design of all print material: templates, presentations, brochures, advertising, proposals, signages, stationery.

# EXTRACT OF REFERENCES

