



# BENJAMIN KOBAYASHI

<https://benkobayashi.framer.website>

571-262-9210

benkoby2@vt.edu



## Industrial Design

### ABOUT ME

I am quick to understand people, allowing me to design purposefully and create satisfying experiences. I enjoy UI/UX, building wireframes, sketching, and storyboarding. I have experience and a natural ability to lead a design team, effectively engaging and incorporating member's strengths into projects.

### EDUCATION

2020 - 2024  
Blacksburg, VA

#### COLLEGE OF ARCHITECTURE, ARTS AND DESIGN

VIRGINIA POLYTECHNIC INSTITUTE AND STATE UNIVERSITY

BACHELOR OF INDUSTRIAL DESIGN  
(EXPECTED MAY 2024)

MAJOR GPA: 3.74  
DEAN'S LISTS: FALL 2020-FALL 2023

### EXPERIENCE

Sep 2023- Nov 2023  
Blacksburg, VA

#### UX/UI DESIGNER

##### SUSTAIN FLOYD COMPETITION

- 2nd place prize winner
- Developed an app, utilizing user research, market analysis, sketching, wireframe prototyping, and developing task flows
- Partnered with Sustain Floyd to help design a solution to enhance the efficiency and efficacy of waste process in Floyd, VA
- collaborated with local businesses to address their needs

Aug 2022- May 2023  
Blacksburg, VA

#### PRODUCT DESIGNER AND TEAM LEAD

##### BLACKSBURG TRANSIT APP

- Producing app feature prototypes using Figma
- Collaborating with Blacksburg Transit and a graduate student engineer to help develop a bus notification system and bus capacity visual for their app
- Used data obtained from surveys and diary immersions to influence design
- Led my student group by refining design ideas, assigning work, and meeting deadlines
- Produced storyboard for app feature

January 2020- Present  
Reston, VA

#### FREELANCE ARTIST

##### PORTRAIT/FIGURE DRAWING

- Commissioned portrait pieces ranging from wedding gifts to friends/family
- Traditional and digital practice

### SKILLS

- Figma
- Adobe Creative Suite
- Solidworks
- Keyshot
- Autodesk Inventor
- Fusion 360
- Sketching
- Storyboarding
- User Research
- Visual Design