



megumi
EZURE

CONTACT

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www.megumz.com

EDUCATION

Virginia Polytechnic Institute and State University
Blacksburg, VA
B.Arch | Architecture | May 2015

SKILLS

Proficient:

Figma | Adobe Illustrator
Prototyping | Wireframing | Sketching
iOS & Android Design | 2D Illustration
Component Creation | Design System

Prior Experience:

Sketch | Zeplin | InVision | Axure
Adobe XD | Photoshop | AfterEffects | InDesign
HTML | CSS | WordPress

Fluent:

Japanese | English

EXPERIENCE

Principal UX/UI Designer | Capital One | McLean, VA | Jul 2021 - present

- Working on an internal web platform that helps over 15,000 engineers and analysts to manage and use data throughout the company.
- Contributed to the platform homepage redesign project as UI lead, involving UX ideation with partnering teams, lo-fi usability testing and interviews, UI and illustration creation, etc.
- Initiated and completed the table component in the platform design system, which has become the most essential component on our data-focused platform.
- Crafted a contextual menu component and numerous visual illustrations to the company-wide design system, used by 800+ designers at the company.
- Trusted as an expert on visual design, Figma tool, and user centric design.

Senior Product Designer | Cvent | McLean, VA | Oct 2019 - Jul 2021

- Design Lead for the OnArrival app, Cvent's onsite event check-in and management solution. Collaborated closely with a multidisciplinary team to ship out various features to simplify and modernize the product. One of which was used as a basis for Cvent's touchless check-in solution during the COVID-19 pandemic.
- Initiated and completed the component library effort for OnArrival, which later lead to a larger mobile strategy effort to standardize components and increase efficiency.
- Contributed to the Carina Design System by defining some of their most complicated patterns, such as the Data Visualization and Dashboard.
- Created 2D illustrations to be added to the revamped Carina illustration library.

Senior UX/UI Designer | Cisco | Herndon, VA | Mar 2018 - Oct 2019

- Design Lead for the SoftBank ConnectTalk project. Created the entire UX design, directed the offshore UI team, and also helped with the mass production effort. Communicated with internal team (PMs, Sales, Developers) as well as the client stakeholders in Japan.
- Conceptualized an improved version of UX for our existing admin portal product.
- Created a standard UI for one of our existing admin portal products, which was later used as a foundational UI design for Digicel provisioning portal project.

Creative Designer | BroadSoft, Inc. | McLean, VA | May 2016 - Mar 2018

- UI Lead for the AT&T Collaborate project; collaborated daily with both internal and external design teams; delivered pixel-perfect screens at high production rate; worked with client's brand guideline and accessibility standards.
- Contributed to numerous conceptual mobile app projects that required visually creative experiences.
- Worked with some of the major telecommunication companies, such as AT&T, Verizon, Spectrum (formerly Time Warner Cable), Rogers, etc.
- Assisted the internal marketing team as needed on the internal graphic assets.
- (BroadSoft was acquired by Cisco in March of 2018. Our creative team became part of Cisco's Customer Experience (CX) group.)

OTHER EXPERIENCES

- Participant/Artist | Monster Project | Fairfax, VA | 2022 - 2024
- Part-Time Expert Production Artist | CustomInk | Fairfax, VA | Jan - Apr 2016
- Interactive Design Intern | Planit Agency | Baltimore, MD | Jul - Sep, 2015
- Graphic Design Intern | Media General | Richmond, VA | Jun - Aug, 2014
- President | Japanese Cultural Association (JCA) at Virginia Tech | 2011-2012