

Lika Tanaka

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Linkdin: www.linkedin.com/in/lika-tanaka

UX/UI & Multimedia Designer

(360-787-5862)

Portfolio: likatanaka.com

Technical Skills & Software

Technical Skills: UX/UI, Multimedia Design, Game Design, App Design, Microsoft Office

Software Proficiency: Figma, Adobe Creative Suite (Illustrator, Photoshop, Adobe Express, Premiere Pro, Audition, Media Encoder), Twine

Projects

Firefly – UX/UI Designer (2026) <https://dtc-wsuv.org/projects/fireflies>

A vertical slice of a 3D stealth puzzle-action adventure game set within a single section of a whimsical, dark cavern environment where light is both a tool and a risk

- Collaborated with design team to establish visual design elements of the game cycle loop, color palette, and mood-board
- Designed wireframes and prototyped various components of the game interface using Figma
- Proactively revised intended player experiences based off of constructive feedback on design concepts and implemented those UI/UX changes

Airis – Sole UX/UI Designer & Researcher (2024)

<https://newportfolio76289.nolioportfolio.com/airis54498>

A mobile application to guide and teach individuals methods and techniques to find peace within their living spaces by providing a compact guide to decluttering and organizing

- Conducted user research, market research, and created user flows to gain a strong foundational understanding of user needs, trends in the market, and pain-points
- Implemented a research plan and moderated remote usability tests, where participant behavior and interactions with the interface were recorded for deeper insight into app efficiency
- Finalized the prototype through various low and high-fidelity wireframe iterations, utilizing feedback provided from usability tests to ensure user satisfaction

Huggin – UX/UI Designer (2023)

An investigation aid that helps with the storage, collection, and organization of evidence, for officials out in the field

- Created and iterated on user flows, wireframes, and high-fidelity prototypes to deliver a user-centric design experience
- Prototyped different design solutions to promote an intuitive, accessible experience for investigators gathering information both on and off the field

Essential Skills

- Adaptability & Flexibility
- Empathy & Compassion
- Root-cause analysis

Education

Washington State University Vancouver, May 2026

Bachelor of Arts in Digital Technology & Culture, Minor in Psychology

Game Design Certificate