

AIKO NAKANO

Portfolio

AIKONAKANO.COM

✉ AIKO@AIKONAKANO.COM

EDUCATION

Massachusetts Institute of Technology

Master of Science in Building Technology
Dept. of Architecture and Mechanical Engineering
GPA: 5.0 / 5.0 | June 2015
Presidential Fellow [Full scholarship]
Relevant Courses: Tangible Interfaces, User Interface Design & Implementation, Assistive Technology, Product Design, Linear Algebra

Bachelor of Science in Mechanical Engineering
Minors in Management and Economics
GPA: 4.9 / 5.0 | June 2009
Tau Beta Pi Engineering Honor Society
Pi Tau Sigma Mechanical Engr. Honor Society

Harvard Graduate School of Design

Relevant Courses: Computational Design, Quantitative Aesthetics, Transformable Design

Sustainable Design Lab [Grad Thesis]: Created Urban Weather Generator, the first urban design software to provide climate-specific advice for cityscape geometry to improve energy efficiency

SKILLS

Programming: C#, C++ [Cinder], OpenGL
Web: JavaScript, HTML, CSS, AWS
3D: Unity, Rhinoceros, SolidWorks
2D: Illustrator, InDesign, Photoshop, Sketch
Prototyping: Arduino, wood & metal shops

PUBLICATIONS & TALKS

- + AWS Loft demo & workshop [Sumerian] | 2018
- + WIRED [Diffusion Choir] | 2016
- + Eyeo Show & Tell [digiPop] | 2016
- + Harvard Magazine [Swing Time] | 2015
- + designboom [Bloom] | 2015
- + GSD Platform 7 [Bloom] | 2014
- + 9th Conference on Urban Climate [UWG] | 2015

EXPERIENCE

Google Daydream [VR/AR] | UX Engineer

Mountain View, CA | November 2018 – Present

- + Conceptualize and prototype experiences that explore new interactions with immersive computing

AWS Sumerian [VR/AR] | Design Technologist

Seattle, WA | June 2017 – September 2018

- + Created virtual concierge demo where humanoid host tailors conversation using facial recognition, emotion analysis, ability to maintain eye contact, and chatbot. An open source project.
- + Led and prototyped AI feature integrations such as Amazon Lex [chatbot] and Polly [text-to-speech] in our 3D creation tool
- + Spearheaded design of VR interaction patterns covering all platforms and various use cases including implementation details focused on minimizing latency for web-based VR

Aiko & Co. | VR Developer

Seattle, WA | September 2016 – June 2017

- + Programmed digiPop-VR, a kinesthetic and sound interaction app for HTC Vive in C# using Unity

Sosolimited | Creative Developer

Boston, MA | September 2015 – June 2016

- + Developed bird flocking simulation and hardware control software in C++ for a kinetic sculpture called Diffusion Choir
- + Designed lighting sculpture for Twitter. Optimized hardware packing and viewing angle in C#. Managed fabricator relations

Jado Interactive | Web Developer

Boston, MA | June 2014 – August 2015

- + Created interactive game for flagship social network platform with 140M+ page views and 2.5M unique visitors/month. The game increased user engagement by 30-50% upon release

Höweler + Yoon Architecture | Designer

Boston, MA | December 2014 – May 2015

MIT Media Lab | Changing Places Research Assistant

Cambridge, MA | January 2006 – August 2006

Fortress Investment Group | Credit Fund Analyst

New York, NY | August 2011 – May 2012

EXHIBITIONS

- + Diffusion Choir for BioMed Realty. With Sosolimited | 2016
- + digiPop for Mpls Center for Digital Art | 2016
- + Twitter Heart for Twitter, CES 2016. With Sosolimited | 2016
- + Swing Time for the City of Boston. With Höweler + Yoon | 2015
- + Bloom for Harvard Yard Arts Festival | 2014

AWARDS

- + Better World Museum Artist of the Month | 2017
- + Inst-Int Artist Fellow | 2017
- + MIT Council for the Arts Grant | 2014
- + MIT \$100K Pitch Contest, Finalist | 2014
- + MIT Museum, Shortlisted for exhibition | 2015
- + US Dept. of Energy Clean Energy Competition, Finalist | 2014
- + MIT Environmental Sensing and Modeling, Third Prize | 2014