

Sivani

Designer, writer, and creative developer in Tokyo

Email: heysivani@gmail.com • Portfolio: sivani.me • LinkedIn: linkedin.com/in/heysivani

Summary

Full-stack UX/UI product designer powered by a game design degree and a background in coding and ed tech. 5+ years of design work experience (~4 years in product, ~1.5 years in games). Writer of an award-nominated game that has been exhibited worldwide. Values data-driven decisions, clarity, and kindness.

Work Experience

- › **Product Designer • Code Chrysalis, Tokyo** **APR 2022 – JUL 2026**
 - Managed complex design projects end-to-end as the sole designer in the organization.
 - Led UX research that resulted in higher quality B2B enterprise and B2C programs, more efficient time allocation for staff, and a higher design maturity in the organization.
 - Redesigned website UI, generating more B2B traffic and higher user engagement.
 - Improved user flow and calls-to-action on the site, resulting in more B2C application submissions.
 - Created and maintained design systems, metrics tracking systems, and documentation.
 - Wrote and designed instructional materials to teach UI design and frontend (HTML/JS/CSS).
 - Provided design mentorship to adult software engineering students looking to switch careers.
 - Led regular cross-team meetings for project kick-offs, data/metrics reviews, and design workshops.
- › **Engineering Instructor • Code Chrysalis, Tokyo** **FEB 2021 – MAR 2022**
 - Instructed students daily in a full-time advanced software engineering program for adults.
 - Designed curriculum materials (tutorials, slide decks, code sandboxes) and reviewed GitHub PRs.
- › **Programming Instructor • IT Kids, Tokyo** **JUN 2020 – SEP 2020**
- › **Programming, Arts, and Fitness Instructor • My Gym Japan, Tokyo** **MAY 2019 – APR 2020**
- › **English Teacher • AEON, Tokyo** **APR 2018 – APR 2019**
- › **Educational Game Designer • Revolution Prep, Los Angeles** **JUN 2017 – FEB 2018**
 - Designed 250+ math games for an online elementary school tutoring program.
 - Facilitated daily collaboration among the art studio, writers, teachers, and curriculum developers.
- › **Game Design Intern • codeSpark, Los Angeles** **SEP 2016 – MAY 2017**
 - Designed, developed, and shipped levels for The Foos, an app that teaches coding to kids.
 - Created UI mockups for new features, engineered in C#, and designed levels in Unity.

Education

- › **Game Design BA • University of Southern California, Los Angeles**
- › **Advanced Software Engineering Program • Code Chrysalis, Tokyo** **SEP 2020 – DEC 2020**

Projects

- › **Writer • Solastalgia • BLON Animation and Games Festival's Aware Award Nominee** **2022**

Skills & Tools

- › **Skills:** Product Design, UX Design, UI Design, User Research, Usability Testing, Project Management, Wireframing, Data Analysis, Agentic AI Prototyping, Game Design, Writing, Coding, Workshop Facilitation
- › **Tools:** Figma, Webflow, Adobe Creative Suite, Canva, Claude Code, HTML, JavaScript, CSS, Unity, Git, CLI
- › **Languages:** English (first language), Japanese (N3 certified, N2 learner)