



FLÁVIA YOSHITAKE

△ themed entertainment ✕

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in flaviayoshitake

ACCOMPLISHMENT

RITDC Capacity Develop. Edition
Remote | 2021
Team Lead (SCAD + Georgia Tech)

BRASA Next Mentee
Remote | 2021
Mentorship with Brazilian leaders

RSA Student Design Awards
London, UK | 2015-2016
Commended project: Laboratory

SKILLS

Experience Design
Themed Entertainment Design
Innovation & Design Thinking
Visual communication (graphic design, infographics, sketches, technical drawings, 3D modeling, video editing, animation, presentation design)
Trend & Market research
Creative problem-solving
Ideation & Conceptualization
Cross-discipline collaboration

SOFTWARE & PLATFORM

| | |
|------------------|---------------|
| Adobe | Autodesk |
| Photoshop | AutoCAD |
| Illustrator | Revit |
| InDesign | 3dsMax |
| After Effects | Others |
| Premiere | Unreal Engine |
| XD | SketchUp |
| Microsoft Office | Vectorworks |
| Word | Figma |
| PowerPoint | Keynote |
| Excel | Mural |

LANGUAGES

Portuguese | English | Spanish

AFFILIATIONS

TEA Next Gen | IAAPA

EDUCATION

MFA Themed Entertainment Design Savannah, US | 2020-2023
Savannah College of Art and Design GPA: 3.93

BA Architecture and Urbanism Sao Paulo, BR | 2012-2017
University of Sao Paulo

Exchange Program in Spatial Design London, UK | 2015-2016
University of the Arts London

WORK EXPERIENCE

The Walt Disney Company - Yellow Shoes Celebration, US | 2023
Innovation Producer Intern

- Work with the Innovation Catalyst to drive creative new solutions through Design Thinking;
- Bring new thinking and stimulus to teams of creatives and partners;
- Creative research, identifying and sharing the latest trends in arts, technology, business, creativity, and pop culture.

Savannah College of Art and Design Savannah, US | 2022
Graduate Mentor
Student Ambassador

- Support students to achieve academic success and a well-balanced, positive university experience;
- Represent the university within the Admission department, connecting with prospective students, the community, and leaders of art and design.

Brazilian Student Association Remote | 2021
UX Designer and Engagement Analyst

- Volunteer work in a non-profit organization led by Brazilian students;
- Responsible for planning the participants' engagement and experience of the hybrid event BRASA Summit 2021, the largest conference organized by Brazilian students studying abroad.

Natura Cosmetics - R&D Department Sao Paulo, BR
Innovation Analyst 2019-2020
RHAE Trainee at Inova Talentos 2018-2019
Freelancer 2018
Designer Intern 2017

- Developed innovative experiences using cutting-edge technologies, being responsible for product development (research, ideation, prototyping, play-testing, fabrication, and training) and project management (planning, scope, schedule, and budget);
- Led projects that involved more than 20 professionals from different departments (such as R&D, Marketing, Logistics, International Business, Retail, and Intellectual Property), Advertising Agencies, startups, and vendors;
- Researched and analyzed market trends to bring innovation and improve customer experience;
- Designed corporate and strategic presentations for R&D teams, creating templates, diagrams, icons, and videos.

University of Sao Paulo Sao Paulo, BR | 2015-2019
Researcher at the Cinema, Radio and TV Department |
LabArteMidia

- Researched, explored, and tested technologies and media to develop virtual sets;
- Responsible for Art Direction, including visual identity, set design, vignettes, and motion media;
- Edited videos that supported the mobilization of the digital television transition in Brazil (a project sponsored by *Seja Digital*);
- Produced TV shows for the YouTube channel *Canal USP*.

Walt Disney World Resort Orlando, US | 2014-2015
Cultural Exchange Program | Quick service

- Collaborated with a diverse team and attended guests from all over the world;
- Experienced the theme park environment and operation.