



FLÁVIA YOSHITAKE

△ themed entertainment ☒

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ACCOMPLISHMENT

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

SCADpro + Sealed Air Corp.
Remote | 2021
Sponsored course

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

SKILLS

Ideation & Conceptualization
Computer design (2D & 3D)
Visual communication
Trend/ Market research & Analysis
Leadership & Project management
Cross-discipline collaboration
Creative problem-solving
Organizational skills
Planning and Strategic thinking
Multi-tasking & Time management

SOFTWARE

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

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: 4.00

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

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 from Inova Talentos 2018-2019
Freelancer 2018
Designer Intern 2017

- Highly involved in all phases of the development of brand experiences for consumers, executing multiple tasks, including project management, strategy, concept development, planning, design, prototyping, training, implementing, and playtesting;
- Led projects that involved more than 20 professionals from cross-functional internal departments and external vendors;
- In nine months, developed in a team a proprietary technology for customization (software and hardware), which was implemented in the opening of Natura's first store in Asia;
- Designed compelling and engaging corporate and strategic presentations for R&D teams, creating page layouts, iconography, and videos;
- Researched and analyzed market trends related to Innovation and Experience Design.

University of Sao Paulo Sao Paulo, BR | 2015-2019
Researcher from 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);
- Participated in the production and execution of TV shows.

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

- Provided the kind of exceptional customer service that Disney is recognized, by applying the Four Keys to a great guest experience;
- Collaborated with a diverse team and attended guests from all over the world.