

# YUKO KURANUKI

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## Skills

- Drafting and sketching
- Creative design layouts
- Visual communication principles
- Excellent communication skills
- Trustworthy
- Open to criticism
- Respectful to others
- Quick learner
- Culturally sensitive
- Fluent in Japanese

## Education

**California State University GE Certification:** Graphic and Interactive Design

June 2014

**Foothill College** - 12345 El Monte Rd, Los Altos Hills, CA 94022

- **Color Theories;** A study of the principles, theories, and applications of additive and subtractive color in two dimensions. Topics included color theory systems, color organizations, perceptual color, production of projects in applied color, and the elements of design as they apply to color.
- **Print Arts;** Introduction to the printmaking processes of relief, intaglio, screenprinting and monoprinting. Theory and practice making limited-edition and one-of-a-kind fine art prints.
- **Graphic Design Drawings;** Developing drawing skills for communicating ideas. Learning to simplify complex realistic images to express design concepts rapidly and effectively.
- **Black and White Photography;** Introduction to the historical development of the medium and the role that photography has played in shaping social issues and its effect on culture. Practical investigation of photography's potential to contribute to personal visual expression. Topics covered photographic seeing, camera operation, use of aperture and shutter settings for aesthetic and sensitometric control, film processing, printing, and use of natural light for personal expression and communication.

**Bachelor of Science:** Visual Communication Design

Current

**San Francisco State University** - 1600 Holloway Avenue, San Francisco, CA 94132

- **Design Process;** Individual and group creative problem solving related to graphic communications and product design/development for industry.
- **Research and Writing for Design (UI/UX);** Acquiring skills to conceptualize ideas, creating brain-storming, learning about researching methods, formal writings, user centered design principles, making presentations visually appealing.
- **Graphic Imaging;** Practice of Adobe Illustrator, Photoshop, and InDesign. Creating a menu brochure of cafe/restaurant, original calendar, a booklet about assigned topic (historically famous typographer)
- **Drafting and Sketching for Design;** Perspective drawings, isometric drawings, package design, trade show booth design.
- **Typography;** Transforming an old literature into a contemporary book. Redesigning the contents in a way that visually communicates my own interpretation of the whole story by making best use of typographical expressions.
- **Web design;** Practice of HTML and CSS. Interviewing with clients, knowing the purpose of website, preproduction process including thumbnail sketches, flowchart and wireframes, coding, organizing assets properly.
- **Advanced digital media;** Learning about Java Script, augmented reality(Aurasuma), game design and theory, introduction to motion graphics.
- **Motion graphics;** Creating animations and short videos using Adobe After Effects, Premiere Pro and Audition.

## Experience

**Graphics Team of Exhibit Design:** *SPECT* -The 27th Annual Student Design Exhibition at San Francisco State University- (May, 2016)

## Volunteer

**Performing Artist Assistant at J-POP SUMMIT 2015**

08/2015

**SUPERFROG Project** – San Francisco, CA

I was assigned to accompany one of the artists performing at J-Pop Summit 2015 for the duration of this festival, where I had so much responsibility for schedule management and translation(E/J, J/E).