# EMILY SAKURADA

*Digital Experience Developer | AI-Assisted Development | UX & Interactive Technology*

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## PROFESSIONAL SUMMARY

Digital experience developer with experience across higher education, interactive technology, UX design, and AI-assisted content development. Specializes in transforming complex information into accessible, user-centered digital experiences, including 3D environments, interactive simulations, branching scenarios, animated infographics, and game-like applications.

Experienced in integrating generative AI into development workflows to support rapid prototyping, iterative design, technical documentation, and digital asset production. Combines a strong foundation in writing and communication with hands-on experience in interaction design, multimedia development, and cross-functional collaboration. Interested in AI-enabled product development, interactive experience design, technical content development, and digital innovation.

## CORE COMPETENCIES

**Interactive & Digital Experience Development:** Interactive application design and prototyping; UX/UI design; 3D environments and simulations; gamification and branching scenarios; multimedia and animated infographics; WCAG-aligned accessibility

**AI-Assisted Development & Workflow Design:** Generative AI-assisted prototyping; Claude and ChatGPT workflows; workflow standardization; Git/GitHub documentation, versioning, and releases; human review and QA

**Technical Communication & Product Collaboration:** Technical writing and editing; requirements interpretation; information architecture; stakeholder collaboration; usability feedback; project planning and delivery

## PROFESSIONAL EXPERIENCE

### Baylor University | Interactive Learning Experience Developer | December 2022 – Present

- Design and develop interactive digital experiences for graduate programs, including 3D models, immersive environments, simulations, animated infographics, and game-like applications.
- Create branching decisions, dialogue interactions, spatial exploration, and contextual feedback, translating complex subject matter into engaging digital experiences.
- Apply UX and interaction design principles to user journeys, navigation, visual communication, and interaction systems.
- Integrate generative AI into development workflows to support production of increasingly complex interactive assets.
- Develop and refine Claude and ChatGPT workflows with structured requirements, review checkpoints, and human approval.
- Manage GitHub repositories, documentation, versioning, and release preparation for interactive projects.
- Collaborate with faculty and subject-matter experts on requirements, prototype review, and accessible deliverables; independently manage milestones, feedback, and QA.

### Texas Workforce Commission | eLearning Developer & Training Specialist IV | February 2021 – November 2022

- Designed digital training experiences, multimedia resources, and interactive materials for organizational audiences.
- Produced gamified onboarding incorporating storytelling, interaction, and scenario-based learning.
- Worked with subject-matter experts to translate procedures into understandable content, maintaining accessibility and visual consistency.

### University of the People | Online Instructor | September 2019 – Present

- Facilitate undergraduate courses for an international student population in an asynchronous online environment.
- Evaluate academic writing and research assignments, providing actionable feedback and structured communication.

### Additional Teaching Experience

University of Mary Hardin-Baylor | Adjunct Professor of English | August 2019 – February 2021

Temple College | Adjunct Instructor | August 2018 – May 2019

- Taught college-level writing, research, and communication; developed instructional materials and evaluated student work.

## TOOLS & TECHNOLOGIES

**AI & Development:** Claude, ChatGPT, Codex, HTML, CSS, JavaScript, Git, GitHub, VS Code, Vite

**Design & Prototyping:** Figma, Adobe Creative Suite, Articulate Storyline, interactive prototyping, multimedia design

**Additional Exposure:** Unity, Godot, 3D and game development workflows

**Standards & Practices:** WCAG accessibility, UX design, technical documentation, version control, iterative testing, QA

## EDUCATION

Master of Arts, English Literature & Creative Writing | Southern New Hampshire University | 2017

Bachelor of Arts, English Language & Literature | Southern New Hampshire University | 2015

## CERTIFICATIONS & PROFESSIONAL DEVELOPMENT

- Agentic AI Workshop — Harvard Online | October 2026
- Applied AI to Digital Learning — Digital Learning Institute | September 2026
- Digital Learning Design with Immersive Learning — Digital Learning Institute | December 2025
- Google UX Design Professional Certificate — Coursera | March 2023
- Game Design Certificate — University of the People | In Progress

## LANGUAGES

English: Native proficiency | Japanese: Intermediate conversational and reading ability; studying toward JLPT N1 (planned July 2027)