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Product-Oriented Engineer / Product Builder

I design and build original, working product systems end-to-end, translating abstract concepts into usable software and interactive interfaces.

I am responsible for delivering functional products, combining system design, interaction modeling, and implementation into coherent product experiences.

EDUCATION

Rikkyo University, Tokyo
B.A. in History (Expected Sep 2027)
Focus: institutional systems, bureaucracy, legal structures, and information organization
Supplemented with AI ethics and information science coursework

University Coursework (U.S.)
Virginia Tech / Chicago
Calculus I–II, Linear Algebra, Data Structures, Object-Oriented Programming
Humanities and design coursework

CORE STRENGTHS

Product & System Design

- Product architecture and system-level structuring
- UX-driven interaction and interface design
- Workflow design and requirement translation
- Information organization and state visibility design
- End-to-end product thinking from concept to working system

Frontend & Product Implementation

- React, TypeScript, Tailwind CSS
- Component-based UI development and interface construction
- Building interactive product systems with real behavior
- API integration and data flow handling in product contexts
- Iterative interface development with rapid feedback cycles

Technical Workflow & Implementation

- Git-based version control and Unix-based development workflow
- AI-assisted development (Cursor / LLM tools) for rapid prototyping and iteration under full system control
- Code reading, debugging, and modification within existing systems

- Frontend implementation, UI refinement, and component-level adjustments
- Application-layer logic implementation in JavaScript / TypeScript and Python
- API integration, debugging, and system behavior validation
- Focused on delivering working products through iterative development rather than algorithm-heavy or low-level engineering

Technical Exposure

TypeScript / JavaScript, Python, C, Node.js / Express, PostgreSQL, Firebase Authentication, REST APIs / WebSocket

Design Tools

Figma, Adobe Suite, Clip Studio Paint, UI systems and visual prototyping

SELECTED PROJECTS

Spiral — Symbolic Language System and Product Ecosystem

Founder / Product Builder / System Designer | 2024–Present

Designed and built an original symbolic system and product ecosystem for structured AI interaction and modular execution logic.

- Built an original system from scratch, including grammar design, module structure, and execution concepts
- Designed and implemented a working product combining system logic, interface design, and platform behavior
- Structured product-level features including modular accounts, permission systems, and shared identity logic
- Led end-to-end product development from abstract system concepts to usable product form
- Continuously iterated on system behavior, interaction models, and product structure in real usage

spiral-core-series — Event History Core

System Designer / Project Lead | 2025

Designed a minimal append-only event history system as the technical foundation of Spiral.

- Defined a traceable event model based on an append-only DAG structure
- Designed RECENT_A as a causally closed “recent state” frontier with explainable behavior
- Specified system invariants including immutability, parent consistency, and conflict traceability
- Developed the system as an executable prototype with clearly defined behavior
- Implementation realized through AI-assisted workflows under my direction, with full control over system structure and behavior

Spiral.ooo — Product Prototype Platform

Product Builder / Frontend Implementation | 2025

Built a working browser-based product system that turns the Spiral model into a usable interface.

- Designed and implemented a continuous workspace model replacing session-based interaction
- Built a functioning frontend interface enabling real interaction with system behavior
- Integrated API-based logic and interface behavior to validate product usability
- Designed interaction flows enabling in-context control over document state and behavior
- Implemented AI-assisted editing workflows directly within the product surface
- Delivered a fully functional product prototype validated through real usage scenarios

Nest — Personal Art Archive Platform

Product Builder / Frontend System Design | 2025

Built a static-first personal content platform with structured data and SEO-oriented architecture.

- Designed and implemented a single-page interface for navigating structured content by pack and tag
- Built a structured data system controlling content organization and display
- Implemented static generation for content pages with SEO indexing and metadata
- Focused on usability, discoverability, and long-term maintainability
- Delivered a fully functional and indexable deployed platform

BraintankAI — Research Publication Platform

Product Builder / Full-stack Implementation | 2025–Present

Built an AI-powered research publication platform combining structured articles, search, and content workflows.

- Designed and implemented a full-stack system including frontend, backend API, and database integration
- Built article browsing, search, and admin CMS for managing AI-assisted content
- Integrated LLM-based workflows with structured publication interfaces
- Implemented server-side SEO optimization and citation-aware rendering
- Delivered a production-ready system supporting real-world publishing workflows

EntaticSpiral — Documentation & Knowledge System

System Designer / Documentation Architecture | 2025–Present

Built a static documentation system as the canonical reference layer for the Spiral language field.

- Designed a structured knowledge system for terminology, axioms, and essays
- Implemented a Markdown-to-HTML build pipeline with validation and structured rendering
- Built a fully static, indexable documentation system with search and citation structure
- Focused on clarity, structure, and long-term maintainability
- Positioned as the canonical reference system for the broader ecosystem

Applied Systems & Internal Tools

Independent Systems & Tools | 2017–Present

- Built workflow-oriented tools and messaging systems for long-running and stateful processes
- Developed internal systems emphasizing clarity, maintainability, and usability
- Created structured content and drafting systems integrating AI-assisted workflows

LANGUAGES

Chinese (Native)

English (Fluent)

Japanese (Fluent / JLPT N1)

CONTACT

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