

Katharina Komori

Interaction & UX Designer · Architecture Background

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Architect turned interaction designer with 8 years living and working experience in Japan. I approach UX the way I approach spatial design, by asking what conditions make the right human behaviour possible. My work moves between the physical and digital: from a human-centred housing complex in Kyoto to the resident app built to make its community visible. Drawn to studios where design quality and commercial ambition share the same room.

EXPERIENCE

Architectural Project Coordinator Daito Trust Construction · Kyoto, Japan April 2024 – December 2025

- **Led 5 simultaneous residential projects** end-to-end — from user briefing and early concept through to regulatory sign-off — managing dependencies across architects, contractors, and local authorities
- **Translated complex client needs** into iterative design revisions across ~20 feedback cycles per project, synthesising conflicting input from 3–5 stakeholder groups into coherent design decisions
- **Operated entirely in Japanese** across technical, client-facing, and regulatory contexts — navigating cultural as well as procedural constraints at every project stage
- Built rigorous systems for documentation and version control across parallel workstreams; zero missed submission deadlines across all 5 projects

Architectural Designer Toyo Architectural Design Office · Kyoto, Japan April – September 2023

- Designed and produced plans, sections, and elevations for residential projects, with sustained focus on how spatial decisions shape the experience of inhabitants
- Refined proposals through structured feedback across weekly client and senior-architect reviews — developing speed and precision in translating abstract brief into designed form

SELECTED INTERSHIPS

Architectural Intern Shigeru Ban Architects · Paris February 2020

- Contributed to international competition preparation at a world-renowned humanitarian practice — developing precision and iterative resilience under high-expectation conditions

Architectural Intern SANAA (Sejima + Nishizawa) · Tokyo August 2021

- Worked within one of architecture's most rigorous environments, gaining direct exposure to how restraint and precision in design serve the people inside a space — a sensibility that now directly informs my UX approach

KEY PROJECT

Hyggehäuser — Housing Complex & Resident App Graduation Project · Kyoto University of the Arts 2022

- **Spatial research and interaction design in one project:** designed a terrace-connected residential complex in Kyoto, then built its companion resident app so that community could emerge naturally from daily life
- Process spanned user research, persona development, user journey mapping, information architecture, and wireframing — the full UX toolkit applied to a physically grounded design problem

E D U C A T I O N

Bachelor of Architecture Kyoto University of the Arts · Kyoto, Japan

2019 – 2023

S K I L L S & T O O L S

Design UX & Interaction design · User journey mapping · Wireframing · Spatial research · Prototyping
Software Figma · Adobe Illustrator · Photoshop · Auto/ArchiCAD · Rhino · Microsoft Office
Methods User research · Iterative design · Systems thinking · Cross-cultural design

L A N G U A G E S

German: Native · **Russian:** Native · **English:** Fluent · **Japanese:** Fluent · **French/Swedish:** Beginner