



Kengo Ikeda-Iyeki
Product Designer

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New York, NY

Over 10+ years building webapps and interfaces for editorial, creative platforms, and cultural institutions. I bring an systemic approach to product design grounded in a balance bewtween, implementaion realities, aesthetics, and usability. Seeking a product design role where design and execution are equally valued.

PROJECTS

Bandcamp In Rotation Product Design

April 2026

Identified an opportunity in Bandcamp's social infrastructure and its usefulness for discovery. Explored and rejected alternatives before landing on *In Rotation* — a curated shelf that travels with your profile.

Sol → Tailwind: A Design Language in Translation Product Design

March 2026

Conducted an independent design audit and architectural migration of MoMA's legacy, in-house CSS library into an explicit, repeatable theme configuration. Excavated and formalized undocumented institutional design logic governing typography metrics, context-aware icons, and interactive behavior states.

EXPERIENCE

The Museum of Modern Art Full-Stack Engineer

2019–2025

Small in-house team responsible for the entire digital presence of one of the world's most visited museums. Built across editorial systems, digital products, and frontend infrastructure.

Tumblr Android & Product Engineer

2014–2017

Platform for self-expression and publishing used by hundreds of millions of people. Built features across web and Android spanning the post editor, reblog experience, and profile discovery.

SKILLS

Design

Figma
UI, UX, iA
Prototyping
Design Systems
User Testing
Accessibility

Engineering

React / Typescript
Next.js
Claude Code

Soft

Collaborative
Self-directed
Critical thinker
Organised
Analytical
Introspective