

Cindy Rusli

ruslcind@gmail.com | (415) 498-4193 | verxz.com

PROFESSIONAL SUMMARY

Operations and program management professional with 10+ years of experience leading cross-functional projects from concept through execution. Proven track record coordinating teams, managing vendors, optimizing budgets, writing project specifications, and organizing events in fast-paced startup environments. Combines a strong foundation in design and creative direction with hands-on experience in partnerships, stakeholder management, and community building. Fluent in English and Japanese, with established cross-border networks in the US and Japan. Recognized for adapting quickly, solving complex operational challenges, and delivering high-quality experiences for diverse stakeholders.

EDUCATION

University of California, Santa Cruz

BA, Language Studies / Linguistics.

2022

Hitotsubashi University

Study Abroad Program.

University of Tokyo

Study Abroad Program.

EXPERIENCE

GP, AI Scout Division

2026 – Present

Evernomics

- Built and managed strategic partnerships as part of the AI Scout division, expanding organizational reach and sponsorship revenue
- Planned and coordinated events, workshops, and networking programs to support member acquisition and retention
- Authored project specifications, slide decks, and investor pitches, advancing multiple concurrent initiatives through key milestones
- Identified and engaged communities of interest to support product and service launches
- Optimized operational spending and sourced skilled subcontractors to meet project needs
- Researched emerging ideas, evaluated ethical considerations, and coordinated legal opinions to inform decision-making
- Maintained and scaled the Silicon Valley open pitch event partnership, expanding the program to San Francisco

VC Extern

July 2026 – July 2026

Mangusta Capital

Remote

- Conducted due diligence on potential investment opportunities, analyzing fundraising history, team composition, press coverage, and technology
- Leveraged AI tools for market research, producing reports on market size, industry trends, and growth potential to guide investment decisions
- Produced synthesis reports covering market opportunity, competitive landscape, team assessment, and risk analysis, culminating in a professional investment memo

Creative Director

2025 – Present

[Stealth]

- Directed end-to-end production of AR/VR exhibition experiences and product releases, coordinating small cross-functional teams from concept through deployment
- Planned and executed experiential events for private clients, managing all creative and technical operations for audiences of 20 to 200 guests
- Secured and negotiated strategic partnerships and client deals, driving early-stage revenue and long-term collaboration opportunities
- Built and maintained relationships with Japanese founders and partners, enabling cross-border collaboration and market access
- Organized and curated weekly community-driven live events, growing network engagement and repeat attendance

Analog Game Designer

Aug 2024 – Present

E/SCAP/E

- Designed and developed games and puzzle experiences
- Localized and prepared game and puzzle kits for Japan release, coordinating with offshore press to publish the first edition
- Exhibited at Game Market (JP), managing logistics and on-site operations

Editor

May 2023 – 2025

Amimaru

- Managed quality control for publications, ensuring accuracy, consistency, and adherence to editorial style guidelines
- Reviewed and evaluated translations for accuracy, fluency, cultural sensitivity, and localization suitability
- Collaborated cross-functionally with translators, editors, and stakeholders to address quality issues and implement process improvements

- Provided feedback and guidance to translators and editors to maintain high-quality standards throughout the production pipeline

UX Designer

2022 – 2022

Natural Dividends

- Ideated and executed the site design system working directly with founders
- Conducted user research, created personas and journey maps, and designed wireframes and prototypes for web and mobile
- Ran usability testing sessions and iterated designs based on user feedback

Data Collector

Mar 2026 – Mar 2026

New Theory AI

Designer / Modeler

2018 – Present

Freelance

- Partnered with clients to develop graphics, assets, and brand systems from the ground up
- Collaborated with artists to cut and animate 2D illustrations for virtual content creators

Photographer

2013 – Present

Freelance

- Strategized and led full production cycles from storyboarding through post-production, managing multiple projects simultaneously

Teaching Assistant, Upper Division Japanese

2016 – 2020

UC Santa Cruz

- Coordinated instructional activities across multiple Japanese language and culture courses (JAPN 6, 103, 105, 109), supporting a cohort of approximately 40 students per term
- Managed grading, feedback cycles, and grade records using standardized rubrics while adhering to departmental standards
- Served as primary point of contact for assigned students, facilitating communication between students and the course instructor

CERTIFICATIONS

- Interaction Design Specialization — University of California, San Diego (Coursera)
- UI/UX Design Specialization — California Institute of the Arts
- Google UX Design Professional Certificate

SKILLS

Operations & Program Management: Project Coordination, Vendor Management, Budget Optimization, Event Planning, Partnership Development, Stakeholder Management, Spec Writing, Community Building

Design & Creative: Visual Design, Prototyping, Storyboarding, Illustration, User Research, Usability Testing, Product Thinking, Interactive Design, Color Grading

Tools: Figma, Adobe XD, Adobe Illustrator, Adobe Photoshop, Adobe Lightroom, Capture One, Live2D Cubism, Protopie, Hotjar, HTML/CSS

Languages: English (Fluent), Japanese (Fluent)