

# Alex Michael Lee

UX Designer and Researcher

## SOCIAL MEDIA LINKS

 [linkedin.com/in/aml023](https://www.linkedin.com/in/aml023)

 [dribbble.com/aml023](https://dribbble.com/aml023)

## CONTACT

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## SKILLS

### Research

- Needfinding
- Competitive Analysis
- Use Case Analysis
- Personas
- Usability Testing
- Guided Interviewing

### Design

- Storyboarding
- Ideating
- Branding
- Wireframing
- Prototyping

### Tools

- Adobe Creative Suite
- Sketch
- Invision
- Google Drive

### Development

- HTML / CSS
- Bootstrap
- Javascript
- Java
- Python
- MATLAB

## PROFILE

To obtain a position that will enable me to use my strong organizational and interpersonal skills, ability to build successful business relationships, exceed goals, and increase my knowledge in the corporate world. I am a recent graduate of The University of California, San Diego, with a B.S. in Cognitive Science with a specialization in Human-Computer Interaction and a minor in Design. From product marketing to design, the end user is always top of mind. I am seeking an opportunity to blend my passion for gaming, my education in Human-Computer Interaction, and my practical experience to build successful partnerships at all levels.

## EXPERIENCE

### Web and Graphic Intern

June 2019 - Present

Ashby Lumber - Concord, CA

Assist marketing director by creating graphics for events, email campaigns, and company newsletters. Update company website and product listings on the front-end and back-end. Work interdepartmentally to make marketing decisions that agree with the company culture and brand.

### Transcriptionist (Contract)

May 2019 - Ongoing

Alpha HQ - Remote

Review and transcribe user testing videos to assist in the research process. Determine if tests are good or bad quality, and whether to process or flag them. Reliant on being a self-starting and independent worker with minimal supervision or feedback.

### Game Tester

Mar 2018 - Ongoing

Steele Recruiting @ Playstation

Tested unreleased games on multiple occasions in order to provide feedback to be implemented in future iterations of the games. Verbally and digitally communicated any issues, bugs, or successes the current build had. Provided user insights regarding specific features of the game that explained how a first-time user would respond and why.

### Pitch Deck Designer (Contract)

Dec 2018 - Feb 2019

Loop Investing Technologies - Remote

Worked with a startup to help them design the tone, theme, and slides to show future investors. Conducted research to understand what investors want to see in a pitch. Using client provided information, developed a brand, graphics, and structure for the slide deck. Created a feedback loop with the client to iterate upon previous designs. Made key decisions to limit information to make slides more intuitive to the audience.

### UX/UI Designer and Web Developer

Jan 2018 - Mar 2018

LC Spa - Kearny Mesa, San Diego

Worked with a local business to successfully rebrand and redesign their website. Successfully conducted research on competitors, prototyped, and coded a brand new website using HTML, CSS, Bootstrap, and Javascript. Client pushed prototype to domain a couple months later, and reported that several new customers have come in and mentioned the website.

## EDUCATION

### B.S. Cognitive Science (HCI)

Sept 2014 - June 2018

University of California, San Diego - La Jolla, San Diego

Bachelor's of Science in Cognitive Science with a specialization in Human-Computer Interaction and a minor in Design. Studies focused on the brain and how design can exploit factors to allow the brain to take shortcuts and ease mental load.