Antonio Lee

Designer and Developer exploring the intersection between art and technology

antoniolee.me
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Education

University of California, Santa Cruz Class of 2014

B.S. Computer Science: Computer Game Design
2nd Annual Sammy Awards: Experience Design Winner for Solar Crysis

Work

Xilinx UI/UX Designer & Developer Feb 2016 – Present

Create strategies and design solutions for Xilinx Creative and Digital. Responsible for UI/UX for Web and Mobile, Brand Strategy, Graphic Design, Email Development and Xilinx's Internal Website.

Galileo Lead Instructor & Curriculum Developer June 2015 – Feb 2016

Lead Instructor at Galileo @ The Tech! for 3D Game Design Intro & Masters. Assistant Instructor for Mobile App Creation with Android Studio. Curriculum Developer and wrote four different curricula for Galileo.

UEGroup UI/UX Design Intern Oct 2014 – Feb 2015

Designed and presented solutions to a variety of UI/UX projects. My main project was to redesign the Create a Class system for Activision's Call of Duty franchise. I also designed and created a prototype for UEGroups internal moodboard tool, now known as YOUXEMOTIONS.

University of California, Santa Cruz Web Developer Oct 2013 – June 2014

Undergraduate Researcher assisting Dr. Michael Strong and John Gargani in Education Research. Designed and developed two web applications to help conduct education studies.

Cubico Media Labs Graphic Design Intern June 2013 – Sept 2013

Redesigned and developed a template for Cubico Media Labs e-commerce site. Designed graphics for various apparel and assited with photography at events.

Skills

Design Tools	Development	User Experience	User Interface
Sketch	HTML	Research	Responsive Design
Illustrator	CSS/SASS	Wireframing	Visual Identity
Photoshop	Javascript	Prototyping	Iconography

Interests

Interaction Design	Animation	Skateboarding	Cooking
Game Design	Storytelling		