Antonio Lee

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Work

Xilinx UI/UX Designer & Developer

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.

February 2016 – Present

Galileo Lead Instructor & Curriculum Developer

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.

June 2015 – February 2016

UEGroup UI/UX Design Intern

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.

October 2014 – February 2015

University of California, Santa Cruz Web Developer

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

October 2013 – June 2014

Cubico Media Labs Graphic Design Intern

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

June 2013 – September 2013

Skills

Design	Development	User Experience	Branding
Sketch	HTML	User Research	Brand Strategy
Illustrator	CSS/SASS	Wireframing	Visual Identity
Photoshop	Javascript	Prototyping	Iconography
		User Testing	Typography

Interests

Cooking	Skateboarding	Motion Graphics	Video Production
Game Design	Music Production	Animation	Photography

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