

Antonio Lee

Designer and Developer exploring the intersection between art and technology

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Work

Xilinx UI/UX Designer & Developer

- Create strategies and design solutions for Xilinx Creative and Digital.
- UI/UX Design and Development for Web and Email, Brand Strategy and Visual Identity

FEBRUARY 2016 – PRESENT

Galileo Lead Instructor & Curriculum Developer

- Lead Instructor at Galileo @ The Tech! for 3D Game Design Intro and 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.
- Main project: Redesign the Create a Class system for Activision's Call of Duty franchise.
- Notable Project: Created a prototype for UEGroups internal moodboard tool, 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 assisted with photography at events.

JUNE 2013 – SEPTEMBER 2013

Education

University of California, Santa Cruz

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

CLASS OF 2014

Skills

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

Interests

Interaction Design	Animation	Technology	Cooking
Game Design	Storytelling	Skateboarding	Music