Antonio Lee

Designer and developer exploring the intersection between art and technology.
My focus is on usability, interaction design and the web.
Determined to humanize the digital world.

CONTACT

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WORK

Product Designer @ Slalom

August 2018 – Present

- User experience consultant helping Silicon Valley companies design and build better products.
- Responsibilities: UX research, UI/UX design, visual design, prototyping, web development.
- Client: Google

UI/UX Designer & Developer @ Xilinx

February 2016 – August 2018

- Design, development and brand strategy for Xilinx Creative and Digital.
- Responsibilities: UI/UX design, web development, visual design, branding.

Lead Instructor & Curriculum Developer @ Galileo

June 2015 – February 2016

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

UI/UX Design Intern @ UEGroup

October 2014 – February 2015

- Designed and presented solutions to a variety of UI/UX projects.
- Client: Improve the Create a Class system for Activision's Call of Duty franchise.
- Notable Project: Created a prototype for UEGroups internal moodboard tool, YOUXEMOTIONS.

Web Developer @ University of California, Santa Cruz

October 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.

Graphic Design Intern @ Cubico Media Labs

June 2013 – September 2013

- Redesigned the company's e-commerce portion of the website.
- Developed a prototype template using Bootstrap.
- Designed graphic for different apparel.

EDUCATION

Computer Science @ University of California, Santa Cruz

September 2010 – 2014

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

SKILLS

Tools

Sketch
Photoshop
Illustrator
Invision

Design

Interaction Design
Visual Design
Motion Design
Wireframing
Rapid Prototyping

Development

HTML
CSS
SASS
Javascript
Jekyll
React
Gatsby

Research

Workshops
Usability Testing
Personas
Interviews
Storyboarding
Journey Mapping

INTERESTS

Interactive Experiences

Game Design

Storytelling

Animation

Gadgets

Web Technologies

Skateboarding

Cooking

Guitars