

# 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.

## 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, prototyping, 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
- Main Project: 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 on education research
- Designed and developed two web applications to help conduct education based studies

### Graphic Design Intern @ Cubico Media Labs

June 2013 - September 2013

- Redesigned the e-commerce portion for the company's website
- Developed a prototype template using Bootstrap.js
- 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

## CONTACT

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## 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  
Skimboarding  
Cooking  
Guitars  
Camping