

# ANTONIO LEE

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Designer and developer exploring the intersection between art and technology.

## WORK

### Slalom – Product Designer

August 2018 – Present

- User experience consultant helping Silicon Valley companies design and build better products
- Responsibilities: UX research, UI/UX design, visual design, prototyping, front-end development

### Xilinx – UI/UX Designer & Developer

February 2016 – August 2018

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

### Galileo – Lead Instructor & Curriculum Developer

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

### UEGroup – UI/UX Designer

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

### University of California, Santa Cruz – Web Designer/Developer

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

### Cubico Media Labs – Graphic Designer

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 Crisis

## CONTACT

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## SKILLS

### Tools

Sketch  
Anima  
Figma  
Invision  
Photoshop  
Illustrator

### Design

Web Design  
Responsive Design  
Interaction Design  
Motion Design  
Visual Design  
Wireframing  
Rapid Prototyping

### Development

HTML  
CSS  
SASS  
Javascript  
Jekyll  
React  
Gatsby

### Research

Workshops  
Usability Testing  
Interviews  
Storyboarding  
Journey Mapping

## INTERESTS

Interactive Experiences  
Storytelling  
Game Design  
Animation  
Gadgets  
Web Technologies  
Skateboarding  
Guitars  
Cooking