

# ANTONIO LEE

(an, ən) - tō - nē - ō / [lē]

Designer and developer exploring the intersection between art and technology.  
My focus is on usability, interaction design and the web.  
Interested in humanizing the digital world.

## WORK

### Product Designer @ Slalom

August 2018 – Present

- User Experience Consultant helping Silicon Valley companies design and build better products.
- Rapid Prototyping, Interaction Design, UI Design, Web Development.

### UI/UX Designer & Developer @ Xilinx

February 2016 – August 2018

- Create strategies and design solutions for Xilinx Creative and Digital.
- UI/UX Design and Development for Web and Digital, Graphic 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.
- Curriculum Developer and wrote four different curricula for Galileo.

### UI/UX Design Intern @ UEGroup

October 2014 – February 2015

- 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.

### 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.




## 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

-  (408) 857-8257
-  [www.antoniolee.me](http://www.antoniolee.me)
-  [antoniolee@outlook.com](mailto:antoniolee@outlook.com)

## SKILLS

### INTERACTION DESIGN

Usability  
Motion Design  
Cognitive Psychology

### USER EXPERIENCE

Research  
Wireframing  
Prototyping

### USER INTERFACE

Responsive Design  
Visual Identity  
Iconography

### DESIGN TOOLS

Sketch  
Illustrator  
Photoshop

### DEVELOPMENT

HTML  
CSS/SASS  
Javascript

## INTERESTS

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