

Antonio Lee

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Summary

I am an aspiring designer who enjoys creating new forms of interactive media. I have experience designing, researching, wireframing, prototyping and creating software applications ranging from websites, mobiles apps and video games. When I'm off the computer, I like to spend my time skateboarding, playing guitar, producing music, playing video games or traveling and adventuring with friends.

Skills

Design and Research

Illustrator	    
Photoshop	    
Balsamiq	    

Front-End Web Development

HTML5	    
CSS3	    
Bootstrap.js	    
Javascript	    
jQuery.js	    
SASS	    
Angular.js	    

Game Development

Solar Crisis

Solar Crisis is a fast paced two stick shooter where the player chooses to defend themselves or repair the solar panel they reside upon. As the solar panel degrades the level changes dynamically making it harder for the player to survive. This game can be played with up to four players, both versus and cooperatively.

<http://games.soe.ucsc.edu/project/solar-crisis/>

Education

University of California, Santa Cruz

2010-2014

Bachelors of Science, Computer Science: Game Design

GPA 3.0

Relevant Coursework: Data Structures, Game Design, Game Development, User Interface Design, Mobile Applications, Digital Art and New Media, Design Research

Work Experience

Intern - UI/UX Interactive Designer

Oct 2014 - Feb 2015

UEGroup

San Jose, California

- Worked on AAA video game, redesigning a core part of there menu system. The goal was to create a fluid navigational experience that was intuitive, simple and quick. I was responsible for initial research, wireframe deliverables, setting up meetings with clients and presenting concepts. Wireframes created using Illustrator, Photoshop, and pen/paper.
- Worked on possible website redesign for major tech company. The focus was to create a visual representation behind the data to help users understand how the process worked, and to create a new overall flow of how the system worked. I was responsible for initial research, wireframe deliverables and presentations. Wireframes created using Illustrator, Photoshop, and pen/paper.
- Designed two potential web applications to be used within the UEGroup. Created wireframes using Balsamiq.

Undergraduate Researcher: Web Development

Oct 2013 - Jun 2014

University of California, Santa Cruz

Santa Cruz, California

- Designed and created a web application which depicts predicted standardized math score statistics of students from 3rd – 8th grade depending on three variables which the user can modify.
- Designed and created a web application which generates a unique list of teacher name-cards which have certain teacher traits and a picture of the teachers face. The user rates the teachers from most qualified to least by sorting the name-cards based on the teachers statistics and picture. Results are stored into database.

Private Tutor

Sept 2013 - Jan 2014

Merit World

Santa Cruz, California

- Private tutor teaching high school seniors with the fundamentals of web design
- Helped with creation of online portfolio's using wordpress.com or HTML / CSS

Intern - Web Designer & Graphic Designer

June 2013 - Sept 2013

Cubico Media Labs LLC

San Jose, California

- Created web banners, graphics and t-shirt designs in Photoshop / Illustrator
- Designed layouts and created wireframes for Tres Royale's E-Commerce website
- Created a base template for an E-Commerce website with responsive design for Tres Royale using HTML, CSS, Javascript and Bootstrap.js

Now We're Cooking

Now We're Cooking is a mobile game for Android and iOS devices. The game is a cooking/strategy game that takes place in a reality cooking tv show. Somehow, the host has turned all the food evil. Players must successfully cook food and serve it before it reaches the player's chef who are desperately trying to fight them off.

<http://nwcgame.com>