

# 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, mobile 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 adventuring with friends.

## Skills

### Design

Illustrator	    
Photoshop	    
Balsamiq	    

### 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 Interaction Designer

Oct 2014 - Feb 2015

UEGroup

San Jose, California

- Worked on AAA video game, redesigning a core part of their menu system. The goal was to design a menu that would increase ease of use, ease of learning and enhance overall gameplay. Responsible for research, designs, wireframes, client meetings and presentations.
- Created mock website redesign of a major company. The goal was to simplify the user experience by restructuring the flow and visually representing the service provided. Responsible for research, designs and wireframes.
- Researched and designed a potential web application to be used for the UEGroup to check in research participants.
- Researched and designed a potential web application to be used by researchers at the UEGroup to rate the emotional value of participants. Responsible for research, wireframes, web prototype and internal meetings.

### 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>