

ELAINE LEE

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PORTFOLIO LINK
<https://elainelee.portfolio.site>

**VIDEO EDITOR/ MOTION GRAPHIC/ ANIMATION/
UX/UI/ GRAPHIC/ WEB DESIGNER.**

Design and media art studies for four years and content and video/graphic design Co-op experiences allowed me to maintain up-to-date knowledge of current trends and technology. Focusing on completing projects with innovative ideas, accuracy, and artistic skill and contributing to team success through hard work are main strengths as a designer. Meeting strict deadlines and leading teams to solve problems on unexpected incidents are also strong points.

PROFESSIONAL SKILLS

Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Filming

Adobe Premiere Pro
Adobe After Effects
HTML & CSS
Java Script

Marketing
Social Media
Branding
Photography

Unity
Maya
ProtoPie
Python

WORK EXPERIENCE

2022 MAY **CONTENT & VIDEO/GRAPHIC DESIGNER**
2021 SEP **Vorum Research Corp.**

- Created engaging motion graphic explanation videos for the company's software products and training support systems.
- Produced new products, training, demo, trailer, instruction, and presentation videos for sales and marketing purposes and the company's personal record.
- Planned and made animated ads and social media posts to develop engagement with customers to promote and inform events and products.
- Directed and developed the company's new art direction for both graphics and video to change the brand's image with a distinct identity and make the current design more organized and structured with consistency.

2021 SEP **SALES ASSOCIATE**
2019 SEP **Laura Canada**

- Helped customers to find and figure out the best outfits and organized the stores to improve efficiency, cleanliness, and the customer experience.
- Designed posters, templates, information sheets to effectively market the merchandise and improve administrative functions.

2018 MAY **SALES ASSOCIATE**
2016 JUNE **Peach Arch Hospice Society Thrift Store**

- Developed eye-catching display based on season, target, and products to support store sale, participated in customer service, and organized the store.
- Assisted in making templates and posters for events and seasons which supported the store's marketing and development.

MEDIA ART PROJECTS

2023 MAR POETRY VIDEO

- Directed and planned display collaborative production of a poetry video by using digital technology to display and exhibit moving image and sound experiences
- Took part in 'Vancouver Poet Laureate's City Poems Contest' using Harper Campbell's "Near Commercial" and demonstrated ethical approaches to working with poetry subjects.

2022 NOV VR

- Simulated the impending deforestation and destruction of the Amazon Forest through the eyes of a Black-capped Squirrel Monkey by creating the 3D environment, ambient sound, animation, and interaction to educate players on the illegal deforestation of the rainforest and for them to take a stance against it.

2020 APR MOTION GRAPHIC

- Created kinetic typography animation video using the audio of the trailer video of "Alice and Wonderland" from Disney that achieved high grades and over 500 views on YouTube.
- Built strong teamwork and design process by developing ideas with a teammate and prototype twice a week to improve accuracy, design, and format.

2021 APR ANIMATION

- Conceived characters, style, concepts, and fantastical stories with teammates and created a high-quality 3D animation by modeling, texturing, rigging, animating, rendering, and post-producing which lead to create an outstanding animation.

UX/UI PROJECTS

2023 MAR APP DESIGN

- Developed a mobile app that allows seniors who are diabetic to connect to healthcare professionals and record glucose levels regarding their condition after doing a lot of research, prototype, design, layout and user testing, and branding.
- Demonstrated an easy, clean, and orderly design and experience that the elderly can use on their own without confusion.

2023 MAR HTML / CSS

- Generated a responsive web page for jewelry company by applying skills in HTML, CSS, and JavaScript
- Initiated a jewelry brand and designed graphic productions and style guide based on the company's products, targeted audience, and strategies.

2021 APR NARRATIVE ONLINE GAME

- Made an interactive and narrative online game including writing script, drawing all graphics, sound editing, post-production, and web design.
- Concieved the overall concept, stroyline, and immersion in collaboration with team members and got a high grade.

EDUCATION

**2018 SEP
2024 MAY**

**BACHELOR OF ARTS,
INTERACTIVE ARTS AND TECHNOLOGY**

Simon Fraser University