

ANNETTE LEE

UX Designer – Visual / Interaction Designer

Contact

1-(425) 480-1276



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Seattle, WA



<https://www.eigoganbare.com>



Certifications

Coursera
Google UX Design
Professional Certificate
2021

Linkedin Learning
Figma Essential Training, &
Adobe XD Essential Training Design
2021

Coursera
Augmented Reality and ARCore,
VR and 360 Video Production
2021

freeCodeCamp
Responsive Web Design, JavaScript
Algorithms & Data Structures
2020/2021

Future Learn
Coding and Design, Apps in the
Classroom, Indie Games, &
AR/Mixed Reality
2020

UX Design Portfolio

Eigo Ganbare



<https://eigoganbare.github.io/portfolio/>

Summary

More than 5 years of UX design experience on a voluntary personal project with a specialty in technological integration. Successfully developed a website with over 900 views daily and a moderator of a corresponding online forum with 1000 members. Experienced in incorporating educational classroom technology and applying immersive teaching strategies with AR. Effective at developing team-teaching techniques and implementing innovative outreach strategies. High cultural awareness and thrives in inclusive diverse workplaces.

UX Design - Work Experience

Web Content Creator

Eigo Ganbare
Seattle, WA

04/2010 – Present

- Create a self-initiated project of a team-teaching resource website that was designed entirely with Figma, WordPress, HTML5, JavaScript, CSS, and Adobe Creative Suite.
- Use Scrum and Agile methodologies to develop Eigo Ganbare and its classroom materials.
- Design paper/digital wireframes, low-fidelity, and high-fidelity prototype of Eigo Ganbare.
- Apply empathetic user solutions with visual interactive, gaming, and augmented reality features.
- Create online web-based activities and accessibility support tools to facilitate student learning, utilize H5P plug-ins, and add user-centered gamification architecture.
- Implement a teacher and classroom portal which included a built-in Nextcloud platform to enhance the users' desktop, tablet, and mobile usability experience.

UX Design & TechEdu Research Experience

Native English Teacher (NET)

Osaka Seiryō Junior High School & Senior High School
Takatsuki, Japan

04/2018 – 03/2020

- Collaborated with 4-5 Japanese teachers of English to engage JHS and HS students' interest in English and foreign cultures, as well team-hosted the annual English speech contests.
- Experienced in applying iterative web-based design process with KeyNote and PowerPoint and utilized other online design tools to support student engagement.
- Engaged students to ideate creatively and critically in teams while utilizing their iPad for brainstorming insights, creating mockups, and presenting group research projects.
- Implemented a pen pal letter exchange program in 7 high school English classes and 2 junior high school English classes while serving as a liaison with Japanese language classes in the United States.

ANNETTE LEE

UX Designer – Visual / Interaction Designer

Core Skills

- ❖ User Experience
- ❖ User-centered Design
- ❖ Storyboarding
- ❖ Low-fidelity Prototype
- ❖ High-fidelity Prototype
- ❖ Interaction Design
- ❖ Usability Design
- ❖ Figma & Adobe XD
- ❖ HTML/JS/CSS
- ❖ WordPress
- ❖ Adobe Creative Suite
- ❖ Digital Transformation
- ❖ Cross-cultural experience
- ❖ Curriculum Development
- ❖ Technological Integration

Volunteer Experience

North Helpline Food Bank
Seattle, WA
July 2021 - present

Education

**Dual Bachelors of Arts
in Sociology & Linguistics**
University of Washington

**UW Japanese Technical Program
Hyogo Business & Cultural Center**
Web Design Intern

Sohatsu Systems Inc., Kobe

Japan Exchange Teaching Program
Assistant Language Teacher
(Kasai city BOE)

Native English Teacher (C-NET)

Osaka City Board of Education
Osaka, Japan

10/2015 – 03/2018

- Collaborated with 30+ JHS and ES Japanese teachers of English to assist them with the implementation of major English education and classroom technological reforms.
- Developed problem-solving, visual design interface, and deep-learning usability principles into students' worksheets, as well devised a responsive mockup strategy to increase elementary school students' English communication skills.
- Integrated augmented reality technologies, educational web app technologies, user-friendly design quizzes, and foreign cultures.
- Implemented a pen pal letter exchange program in 12 junior high school English classes.
- Developed a portfolio to optimize the Pen Pal Project to increase the international outreach and scope of the program.
- Assisted with hosting and facilitating an official international event ceremony of students from Guam, televised on a Japanese news broadcast.

Native English Teacher (NET)

Hirakata City Board of Education
Hirakata, Japan

04/2012 – 07/2015

- Established an equitable opportunity of exchanging pen pal letters which involved 16 junior high school English classes with Japanese language classes in the U.S. and a LIVE video chat conference.
- Experienced with motion design and video creation to create green screen visual effects, special effects, and video animation effects.
- Incorporated Final Cut Pro X and Adobe After Effects iterations for extensive video editing on students' public speaking presentations and incorporating presentation review/feedback.

Other Teaching Experience

Assistant English Teacher (AET) - City Staff/ Ivy/ Interac Co., LTD

Takatsuki City Board of Education

04/2009 – 01/2012

Kakogawa City Board of Education

09/2005 – 03/2006 & 04/2007 – 03/2009

Tech Industry Work Experience

Sales/Marketing

Pacific Software Publishing
Bellevue, WA

09/2006 – 03/2007

- Met with clients to discuss the Pacific Software Publishing web & email hosting services.
- Documented preparation such as proposals, estimates, and contracts.

<https://www.linkedin.com/in/annettelee2020>