HANNAH LEE
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EDUCATION

PARSONS SCHOOL OF DESIGN — New York, NY
Bachelors of Fine Arts, Design & Technology — May 2025
Relevant Coursework includes User Experience Design, Physical Computation, 3D Modeling, Creative Coding, Web Development

EXPERIENCE

PARSONS SCHOOL OF DESIGN — New York, NY
DT Study Tutor — September 2024 - May 2025
- Walked fellow students through concepts relating to web development (HTML/CSS, Javascript) and ensured leaving sessions with a better understanding of materials.
- Worked carefully with students in troubleshooting previous and sudden issues that arose and explaining what was happening so that students could be prepared if another similar situation occurs.
- Taught students how to use command line tools and push code from local to Github repositories.
- Offering support in ideation for students who needed help figuring out what exactly they wanted to create for their assignments.

MAS9 — New York, NY
Web Design Contractor — August 2024 - September 2024
- Collaborated with the CEO and lead engineer to evaluate existing web designs for two taekwondo studios and one taekwondo headmaster and propose UX improvements.
- Designed low-fidelity wireframes to establish layout and hierarchy, then refined ideas through team presentations and feedback.
- Developed brand-specific design systems and translated them into high-fidelity mockups using consistent visual languages.
- Actively contributed to weekly design reviews and brainstorming sessions, aligning visual direction with business goals.

PARSONS SCHOOL OF DESIGN — New York, NY
Research Assistant for Web Design & Development — March 2024 - May 2024
- Worked together with a professor in charge to improve and relaunch their individual websites that display their professional work
- Came up with creative design ideas that combined interactive features using Figma to improve the aesthetic appeal while maintaining the integrity of the professor's current website.
- Developed frontend elements with proficiency on a content management system to guarantee a smooth user experience.

AP0CENE — New York, NY
Software Engineering Intern — September 2023 - December 2023
- Collaborated on the development, testing, and debugging of a React/Redux application
- Utilized Firebase and Google Cloud Platform (GCP) to manage and implement data structures and serverless platforms.
- Actively participated in the application development with a primary focus on coding and debugging.
- Worked cohesively with cross-functional teams to define, design, and execute new features.
- Supported the main developers in maintaining the existing application.
- Engaged in code reviews to ensure a high quality codebase.

UNDERSTANDING FAFSA — New York, NY
Graphic Design Assistant — October 2022 - May 2025
- Create new graphic media + manipulate existing material for company advertisement.
- Aid in the process of updating the company's website by coding static pages on Wordpress.
- Collaborate with other departments to ideate new ways to make college financial aid more accessible.

KODE WITH KLOSSY — Remote
Scholar — July 2020
- Learned about the mobile application development process alongside SwiftUI programming language.
- Created application design mockups using Figma.
- Designed and programmed a mental wellness tracking application alongside group mates.
- Participated in multiple webinars with accomplished women involved in technology based careers.

SKILLS/ACTIVITIES

Technical: HTML5, CSS, Javascript, p5js, Figma, Arduino, TouchDesigner, Live Coding (Hydra, Strudel, Sonic Pi), Blender, Adobe Creative Suite, Swift, SwiftUI, React, Node, Github, Command Line
Languages: English (fluent), Korean (fluent), Japanese (conversational), Mandarin (basic)
Interests include: User Experience Design, Web Development, Creative Coding