

Jasmine Lee

Bremen, Germany

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Education

University of Bremen

Bachelor of Science in Digital Media

Oct 2021 – Sep 2025 (Expected) | Bremen, Germany

GPA: 1.7/1.0 (German System)

Activities: Game Development Project, Digital Art Workshop Participant

Relevant Coursework: Interactive Media, 3D Graphics, User Experience Design, Visual Effects

Project: Development of a virtual reality game

Work Experience

UX/UI Design Intern | Team Neusta GmbH | Jun 2024 - Aug 2024 | Bremen, Germany

- Created wireframes, prototypes, and mockups for web and mobile applications.
- Conducted user research and usability testing.
- Collaborated with developers to ensure design implementation.

Skills

UI/UX Design: Figma, Sketch, Adobe Creative Suite

Prototyping Tools: InVision, Framer

Web Technologies: HTML, CSS, JavaScript

3D Modeling (Basic)

Certificates

Awards

Award for Best Interactive Design Project