Justeen Lee Interaction Designer

(Zhendong li)   justeenlee.com   justeenlee@gatech.edu   415 676 7484

Education

Georgia Tech *BS Industrial Design; HCI Minor*
Expected December 2016 | Atlanta, GA

- ID GPA: 4.0   Overall GPA: 3.94
- Emphasis on interactivity, motion and consumer electronics with masters level courses:
  <u>User Interface Design</u>
  <u>Design for Interaction</u>
  <u>Design for Interactive Environment</u>

TheKineticUI Design *Mobile Apps Motion Design*
April 2016 - May 2016

- Emphasis on ideas and technical skills to create beautiful and meaningful animations

Parsons School of Design *SIS Graphic Design I*
May 2014 - June 2014 | New York City, NY

- Emphasis on typography, print design and visual communication

Experience

Georgia Tech Research Lab *Research Assistant*
September 2015 - Present | Atlanta, GA

- Lead motion and interaction team to design and prototype new features for a quantum mechanics game
- Collaborate with 2D artists and developers to implement the game in Unity 3D

IxDA *President of Georgia Tech Chapter*
August 2014 - May 2016 | Atlanta, GA

- Hold speaker events and workshops on Sketch, AE, web dev, Framer.js and etc.

MuleSoft Inc. *UX Design Intern*
June 2015 - August 2015 | San Francisco, CA

- Work with cross-functional teams to design a MuleSoft Product UX Dashboard
- Design and prototype new interaction and motion of login screen
- Collaborate with PM Intern to improve the onramp user experience

LG Electronics *Interaction Design Consultant*
June 2014 - August 2014 | Atlanta, GA

- Develop concept proposals of future interactivity for home entertainment

Awards

I/ITSEC Conference
Student's Choice Award
December 2015 | Orlando, FL
Particle In a Box - Quantum Mechanics Game

IxD Awards 2016 *Shortlisted*
November 2015
Calor - Smart Faucet System under Optimizing category

Core77 *Featured*
September 2015
Calor - Smart Faucet System

Bring the Heat Hackathon
Honorable Mention
June 2015 | San Francisco, CA
Design and produce visual asset for an IOS game with FLIR One infrared camera

Skills

Design
Sketch, InVision, Adobe CC, Axure, Final Cut Pro, Solidworks, KeyShot, C4D, Unity 3D, Maya

Semi-structured interview, Usability testing, Affinity diagram, Card sorting, A/B testing, Rapid Prototyping

Programming
Xcode, Android Studio, HTML5, CSS, Javascript, jQuery, Framer.js, D3.js

Other
Arduino, Processing, Electronics, EAGLE, PCB, UI/UX, Visual/Graphic Design, Animation, Video Production, Photography