

Justeen Lee *Interaction Designer*

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Education

Georgia Tech *BS Industrial Design; HCI Minor*

Expected December 2016 | Atlanta, GA

- ID GPA: 4.0 Overall GPA: 3.9
- Emphasis on interactivity, motion and consumer electronics with masters level courses:
User Interface Design
Design for Interaction
Design for Interactive Environment

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

Pinterest *Product/Motion Design Intern*

May 2016 - August 2016 | San Francisco, CA

- Work with IOS engineers on Search+Explore team to increase Daily Active Searchers through motion and animation design
- Design and prototype visual and interaction of future visual search products

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 interaction/motion of new login screen, MuleSoft Web App home screen and onboarding UX

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