



EDUCATION

Georgia Institute of Technology

Expected December 2016

Atlanta, GA

B.S Industrial Design (interactivity and IoT)

Minor Computer Science (HCI)

- Emphasis on interaction design and sensor-based electronics
- Major GPA: 3.93 Overall GPA: 3.92
- Took masters level courses:
'User Interface Design'
'Design for Interaction'
'Design for Interactive Environment'

Parsons The New School for Design

May 2014 - Jun 2014

New York, NY

School of Art, Media, and Technology

- Summer Intensive Studies:
'Graphic Design I'
- Pattern design selected for Open Studio Exhibition poster

EXPERIENCE

Undergraduate Research Assistant

September 2015 - Present

Atlanta, GA

- Strategize and redefine the narrative of a quantum mechanics game
- Lead motion and interaction team to design and prototype microinteractions and transitions
- Design and produce motion graphics assets

IxDA - Interaction Design Association

August 2014 - Present

Atlanta, GA

President of Georgia Tech Chapter

- Hold workshops on UX and sensor technology related subjects
- Introduce topics including interaction pattern, icon, motion and arduino

MuleSoft Inc.

June 2015 - August 2015

San Francisco, CA

UX Design Intern

- Design a UX Dashboard for internal assessment of MuleSoft products
- Design and prototype new interaction of login screen for Anypoint Platform
- Collaborate with PM Team to improve the onramp user experience

LG Electronics

June 2014 - August 2014

Atlanta, GA

Interaction and Product Design Consultant

- Collaborate with multidisciplinary students as a team at Georgia Tech
- Develop UX and interaction concept proposals for home appliances

PROJECTS

Bring the Heat Hackathon - Honorable Mention

June 2015

San Francisco, CA

- Develop concepts for an IOS App expanding the use of an infrared camera accessory
- Design App architecture and produce visual asset and style guide

Mike Rice Design Award - 2nd Place

April 2013

Atlanta, GA

- Compete as a team to design and build a vertical garden
- Sketch ~20 ideas, design and build interactive planter boxes

CFY Design + Research Award

December 2012

Atlanta, GA

- On-site research on community health of Old Fourth Ward in Atlanta
- Design sidewalk plant rack to implement more community green space
- Produce a proposal video using Adobe Premiere and After Effects

SKILLS

Design

Sketch, InVision, Adobe CC, Axure, Final Cut Pro, Solidworks, KeyShot, C4D, Studying Quartz Composer

Programming

Java, Python, HTML(5), CSS, Framer.js, D3.js, jQuery, Objective-C

Other

Arduino, Processing, Electronics, EAGLE, PCB, UI/UX, Visual/Graphic Design, Photography

JUSTEEN LEE (ZHENDONG LI)

INDUSTRIAL AND INTERACTION DESIGNER



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