Justeen Lee (Zhendong li)
Interaction & Industrial Designer

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:
  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, visual communication and print design

Experience

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

- Lead motion and interaction team to design and prototype new microinteractions for a quantum mechanics game
- Collaborate with 2D artists and developers to implement the game in Unity 3D
- Win Serious Games Design Challenge at I/ITSEC Conference

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

- Hold events on interaction, visual, motion design and electronic prototyping
- Teach workshops on Illustrator, Sketch, AE, HTML/CSS3/Javascript, 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 of login screen for Anypoint Platform
- 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

Bring the Heat Hackathon
Honorable Mention
June 2015 | San Francisco, CA

- Develop concepts for an IOS game expanding the use of an infrared camera accessory
- Design information 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
- Produce a proposal video using Adobe Premiere and After Effects
- Design sidewalk plant rack to improve community green space

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

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

Other

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