

# Li June Choi

a flexible designer like a rubber band

## UI/UX Designer, Web Designer BI Designer, Illustrator

### education

#### Rhode Island School of Design

BFA, Graphic Design  
Computation, Technology, and  
Culture Concentration (minor)  
Class of 2024

#### Brown University

Computer Science  
2021-2022(ongoing)  
Cognitive Science  
2022 - 2023 (ongoing)

### skills

#### Software

Adobe Photoshop, Illustrator,  
AfterEffects, Premiere Pro,  
Figma/ Adobe XD,  
Procreate, Maya, Cinema 4D

#### Coding

Web:  
HTML/CSS/Javascript  
Java  
Python

### awards/honors

#### Semester Honor I

Rhode Island School of Design  
2020-2021  
2021-2022

#### Scholarship I

Yonsei International Summer School  
Summer 2021

#### Published Paper I

Progressive Young Artist Award  
Summer 2019  
Published paper in Progressive Young  
Artist Award's Summer 2019 issue regarding  
the legacy of Keith Haring.

### experiences

#### Marketing Intern I Trenbe

Based in Seoul, South Korea I Summer 2022  
Worked as an e-commerce start up intern that organized data  
with Google Sheets and Microsoft Excel for marketing  
e-commerce uses. Worked under the Korean division.

#### Digital Assistant I Aii Art Institute

Based in Seoul, South Korea I 2020-2021  
Worked as an intern that served to help curate digital work  
for students within the insitution. Help to create brochures,  
typography, and digital collages for students.

### activities

#### RISD Alumna Student Division I

Rhode Island School of Design  
2021-2022  
Part of the Student Alliance. Publicized and informed  
current students how to reach to alumnas.  
Discuss and devise future plans for students to build their  
pathways through alumnas in an effective manner. Present  
these progressions to RISD alumnas at the end of the year.

#### Better World By Design I

Rhode Island School of Design  
2021-2022  
Member volunteered in club that discusses the social changes  
that come with design in current world. Volunteered  
in 2021's Better World By Design Expo Conference.

### selected studios

#### Introduction to Object Oriented Programming I

Brown University  
Fall 2021  
Studied and coded projects using objected-oriented  
principles with Java. Collaborated on projects such  
as Tetris and Doodle Jump. Later coded drawing

#### Furniture + TECH I UI UX Team

Brown University Independent Study  
Fall 2022(ongoing)  
Working together to create an universal designed UI UX  
experience that manages to help seniors in  
a zoom-like app that connects to a MR/AR furniture.