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# 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**

Rhode Island School of Design 2020-2021 2021-2022

#### Scholarship |

Yonsei International Summer School Summer 2021

# **Published Paper**

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 | 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 | 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

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**

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

**Brown University** 

Fall 202

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

CTC Report | Computation, Technology, and Culture

Rhode Island School of Design

Fall 2021

Created small journalism projects using HTML, CSS, and Javascript. Coded final small homepage using the combination of CSS animation and Javascript functions.